HOT KEYS

Global Commands

Ping	Ctrl + P
Toggle Ping Type	Ctrl + E
Command Queue	Shift
Pause Game	Pause
Display in Game Menu	F10
Objectives Menu	F11
Allies Menu	F12
Allied Chat	Enter
Chat to All	Shift + Enter or Ctrl + Enter
Cycle Through Event Cue's	Space Bar
Cycle Idle Military	,
Cycle Through Builders	.
Cycle Through Research	Ctrl + R
Toggle Overwatch On/Paused	Ctrl + O
Cancel Overwatch	Ctrl + K

Engagement Stances

Hold Area	F1
Stand Ground	F2
Burn Down	F3
Cease Fire	F4
Attack	F5

Weapon Stances

Assault Stance	F6
Ranged Stance	F7

Unit Commands

Stop	O
Move	V
Attack Move	A
Attack Melee	Z
Build	B
Attach	T
Attack Ground	G
Scuttle	Delete
Unload	N
Reinforce	R
Leader	L
Repair	E

Multiple Selection Hotkeys

Focus on Primary Selection	Ctrl + Tab
Next Primary Selection	Tab
Previous Primary Selection	Shift + Tab
Remove Selection	Ctrl

Camera Commands

Default Camera	Backspace
Camera Rotation	Hold Alt + Move Mouse
Zoom in/out	Middle Mouse Scroll Wheel

Dawn of War Install Code
Don't Lose This Number! This CD key is required to fully use this product!

Winter Assault Install Code
Don't Lose This Number! This CD key is required to fully use this product!

10/092

GAME OF THE YEAR

WARHAMMER 40,000

DAWN OF WAR

MATURE 17+
M
CONTENT RATED BY ESRB

PC CD-ROM SOFTWARE

THQ

THQ Inc. Software License Agreement

1. READ THE FOLLOWING TERMS AND CONDITIONS CAREFULLY BEFORE INSTALLING THIS SOFTWARE ON YOUR PERSONAL COMPUTER. THIS SOFTWARE LICENSE AGREEMENT IS A LEGAL AGREEMENT BETWEEN YOU (AN INDIVIDUAL OR A SINGLE ENTITY "YOU") ON THE ONE HAND, AND THQ INC. AND ITS SUBSIDIARIES AND AFFILIATES (COLLECTIVELY REFERRED TO AS "THQ") ON THE OTHER HAND, FOR THE SOFTWARE PRODUCTS ENTITLED **"WARHAMMER 40,000 DAWN OF WAR," AND "WARHAMMER 40,000 DAWN OF WAR WINTER ASSAULT"** WHICH INCLUDES COMPUTER SOFTWARE AND ANY ASSOCIATED MEDIA, PRINTED MATERIALS, AND/OR "ONLINE" OR ELECTRONIC DOCUMENTATION (TOGETHER CALLED THE "SOFTWARE"). BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE (OR, IN THE EVENT YOU HAVE PURCHASED THE SOFTWARE AS CONTAINED ON A CD-ROM, BY OPENING THE PACKAGING MATERIALS THEREOF), YOU ACKNOWLEDGE THAT YOU HAVE READ THIS SOFTWARE LICENSE AGREEMENT AND AGREE TO BE BOUND BY ITS TERMS. THE SOFTWARE IS LICENSED, NOT SOLD, TO YOU FOR USE ONLY UNDER THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS SOFTWARE LICENSE AGREEMENT, DO NOT INSTALL OR USE THE SOFTWARE AND DELETE ALL COPIES IN YOUR POSSESSION.
2. **THQ grants you a non-exclusive, non-transferable license to use one copy of the Software in the country in which you acquired the Software for your own personal, non-commercial use, but retains all property rights in the Software and all copies thereof. All other rights are expressly reserved by THQ. You may: (i) use the Software on any supported computer configuration, provided the Software is used on only one (1) such computer; and (ii) permanently transfer the Software and its documentation to another user provided you retain no copies and the recipient agrees to the terms of this Agreement. You may not transfer, distribute, rent, sub-license, or lease the Software or documentation, except as provided herein; or alter, modify, or adapt the Product or documentation, or any portions thereof.**
3. You acknowledge that the Software in source code form remains a confidential trade secret of THQ. You agree not to modify or attempt to reverse engineer, decompile, or disassemble the Software, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.
4. OWNERSHIP: All right, title and interest and intellectual property rights in and to the Software (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, images, photographs, animations, video, sounds, audio-visual effects, music, musical compositions, text and "applets," incorporated into the Software), the accompanying printed materials, and any copies of the Software, are owned by THQ or its licensors. This Agreement grants you no rights to use such content other than as part of the Software. All rights not expressly granted under this Agreement are reserved by THQ.
5. This Agreement is effective upon your installation of the Software and shall continue until revoked by THQ or until you breach any term hereof; upon termination you agree to destroy and/or delete all copies of the Software in your possession.
6. You shall not modify the Software or merge the Software into another computer Program (except to the extent the Software is made to operate within a computer operating system and in connection with other computer program) or create derivative works based upon the Software.
7. The Software may not be downloaded or otherwise exported or re-exported into (or to a national or resident of) any country to which the U.S. has embargoed goods or to anyone on the U.S. Treasury Department list of Specially Designated Nationals or the U.S. Commerce Department's Table of Deny Orders. If you do not meet these criteria or are not sure, do not install the software and destroy any copies in your possession. If you live in such a country, no license is granted hereunder.
8. You are responsible for assessing your own computer and the results to be obtained therefrom. YOU EXPRESSLY AGREE THAT USE OF THE SOFTWARE IS AT YOUR SOLE RISK. THE SOFTWARE IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION. THQ AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE SOFTWARE. THQ AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM ERRORS OR OTHER MALFUNCTIONS CAUSED BY THQ, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OR ANY OTHER PARTICIPANT'S OWN ERRORS AND/OR OMISSIONS. THQ and its licensors make no warranty with respect to any related software or hardware used or provided by THQ in connection with the Software except as expressly set forth above.
9. **LIMITED CD-ROM WARRANTY: Notwithstanding anything to the contrary contained herein, and solely with respect to Software distributed on CD-ROM, THQ warrants to the original consumer purchaser of this Software on CD-ROM that the recording medium on which the Software is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, THQ agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the product, postage paid, with proof of the date of purchase, as long as the Software is still being manufactured by THQ. In the event that the Software is no longer available, THQ retains the right to substitute a similar Software of equal or greater value. This warranty is limited to the recording medium containing the Software as originally provided by THQ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. To receive warranty service in the United States: Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, the technician will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: THQ Inc., Customer Service Department, 29903 Agoura Road, Agoura Hills, CA 91301. To receive warranty service in the United Kingdom: Notify the THQ (UK) Limited. Customer Service Department of the problem requiring warranty service by calling: +44 (0) 870 608 0047 (national/international call rates apply) or on the web at http://www.thq.co.uk and click on Help. If the THQ (UK) Limited., service technician is unable to solve the problem by phone or on the web via e-mail, the technician will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to: THQ (UK) Limited., Customer Service Department, Duke's Court, Duke Street, Woking, Surrey GU21 5BH UK. THQ is not responsible for unauthorized returns of the Software and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Software has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Software is used with computer software and hardware not meeting the minimum systems requirements for the Software; (c) the Software is used for commercial purposes (including rental); (d) the Software is modified or tampered with; or (e) the Software's serial number has been altered, defaced or removed. THQ will replace defective media at no charge subject to the conditions set forth above. This is your sole and exclusive remedy for any breach of warranty.**
10. LIMITATION OF LIABILITY. YOU ACKNOWLEDGE AND AGREE THAT THQ AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY THQ OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE SOFTWARE. THQ AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. EXCEPT AS EXPRESSLY PROVIDED HEREIN, THQ'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS AGREEMENT IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE SOFTWARE, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES THQ'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.
11. INJUNCTION. Because THQ would be irreparably damaged if the terms of this License Agreement were not specifically enforced, you agree that THQ shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as THQ may otherwise have under applicable laws.
12. INDEMNITY. At THQ's request, you agree to defend, indemnify and hold harmless THQ, its subsidiaries, affiliates, contractors, officers, directors, employees, agents, licensors, licensees, distributors, developers, content providers, and other users of the Software, from all damages, losses, liabilities, claims and expenses, including attorneys' fees, arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of this License Agreement or any breach of this License Agreement by you. THQ reserves the right, at its own expense, to assume the exclusive defense and control of any matter otherwise subject to indemnification by you hereunder, and in such event, you shall have no further obligation to provide indemnification for such matter.
13. U.S. GOVERNMENT RESTRICTED RIGHTS. The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor / Manufacturer is THQ Inc., 29903 Agoura Road, Agoura Hills, CA 91301.
14. TERMINATION. Without prejudice to any other rights of THQ, this License Agreement and your right to use the Software may automatically terminate without notice from THQ if you fail to comply with any provision of this Agreement or any terms and conditions associated with the Software. In such event, you must destroy all copies of this Software and all of its component parts.
15. **GENERAL PROVISIONS. You may not use, copy, modify, sublicense, rent, sell, assign or transfer the rights or obligations granted to you in this Agreement, except as expressly provided in this Agreement. Any assignment in violation of this Agreement is void, except that you may transfer your Software to another person provided that person accepts the terms of this License Agreement. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable, and such decision shall not affect the enforceability of: (i) such provision under other circumstances, or (ii) the remaining provisions hereof under all circumstances. THQ's failure to enforce at any time any of the provisions of this Agreement shall in no way be construed to be a present or future waiver of such provisions, nor in any way affect the right of any party to enforce each and every such provision thereafter. The express waiver by THQ of any provision, condition or requirement of this Agreement shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement. Notwithstanding anything else in this Agreement, no default, delay or failure to perform on the part of THQ shall be considered a breach of this Agreement if such default, delay or failure to perform is shown to be due to causes beyond the reasonable control of THQ. This Agreement shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement. This Agreement represents the complete agreement concerning this License Agreement between you and THQ.**

POWERED BY gamespy

Warhammer 40,000 Dawn of War Winter Assault -- Copyright © Games Workshop Limited 2004. Dawn of War, the Dawn of War logo, Dawn of War: Winter Assault and the Dawn of War: Winter Assault logo, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000 Device, Eldar, Aspect Warrior, Avatar, Dark Reaper, Exarch, Falcon, Farseer, Fire Prism, Guardian, Howling Banshee, Jetbike, Vyper, Warlock, Warp Spider, Wraithlord, Leman Russ, Bloodthirster, Chaos, Daemon Prince, Defiler, Dreadnought, Tzeentch, Khorne, Chaos Spawn, Horror of Tzeentch, Land Raider, Obliterator, Predator, Rhino, Terminator, Gretchin, Nobz, Ork, Wartrak, Dark Angels, Adeptus Astartes, Thunderhawk, Whirlwind, Adeptus Mechanicus and all associated races, race or unit insignia, marks, places, characters, illustrations and images from the Dawn of War game and the Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world, and used under license. All Rights Reserved. Source Code for the Dawn of War game © 2004 THQ Inc. All Rights Reserved. The FreeType Project is copyright © 1996-2000 by David Turner, Robert Wilhelm, and Werner Lemberg. All rights reserved. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2003 GameSpy Industries, Inc. All rights reserved. THQ, Relic Entertainment and their respective logos are trademarks and/or registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners.

WARHAMMER 40,000

DAWN OF WAR

TABLE OF CONTENTS

Introduction - The Dawn of an Age	2
Getting Started	5
Playing the Game	6
Space Marines	11
Chaos Space Marines	22
Orks	33
Eldar	44
Credits	55

WARHAMMER 40,000

DAWN OF WAR WINTER ASSAULT

TABLE OF CONTENTS

Introduction	57
New Units & Strategies!	58
Imperial Guard	59
New Space Marine Unit - Chaplain	66
New Chaos Unit - Khorne Berzerker	67
New Ork Unit - Mega Armoured Nobz	67
New Eldar Unit - Fire dragon	67
Credits	68
Limited Warranty	70

INTRODUCTION - THE DAWN OF AN AGE

It is the 41st Millennium, and there is only war. This war emerged from the Dark Age of Technology, when mankind spread itself from one side of the galaxy to the other in its quest for knowledge. Traveling in starships to planets far from Earth, they brought with them enlightenment and the best of intentions. But this expansion was not to go unchallenged.

The enemies of man, including the savage and bloodthirsty Orks, the traitorous forces of Chaos, and the mysterious and powerful Eldar, wage constant war against the descendants of Earth, seeking to end their very existence. The lives of untold billions, indeed the very survival of humanity itself, depend upon the protection of the Master of Mankind, the Immortal Emperor.

He is the leader of this driven, fierce species caught in a fragile dominance of more than a million worlds. As a race, humanity barely survives destruction, extinction and alien invasion. Only through brute strength and the singular vision of its celestial patriarch, the Emperor, does it escape destruction. By His will do vast armies of loyal, genetically perfected and lethal warriors known as the Space Marines accomplish his merciless bidding. Without him and the Space Marines, the Imperium of Man would crumble to the scourge of Chaos.

Ten thousand years ago, the Emperor ascended to the Golden Throne of Terra. Although genetically human, the Emperor is a living god and the savior of all humanity. Supremely gifted with extraordinary psychic abilities, he used his unparalleled power to unite billions of people. Today, this vast expanse of peoples is called the Imperium. It is ruled by the iron will of the Emperor; his body is entombed in the strange life-giving machinery of the Golden Throne for eternity, as his natural life gave out long ago.

The Emperor's power remains great. His mind is the beacon star to which all ships sail, whether through material space or the Chaos-fed terrors of the Warp. Without the Emperor's psychic beacon, the Imperium's vessels would lose their anchor in the unpredictable tempests of hyperspace.

SPACE MARINES AND THE GODS OF WAR

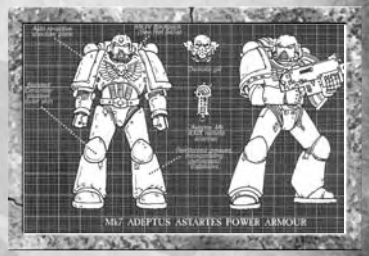
From the ten-thousand psykers of the Astronomican, who anchor the Imperium's starcraft in warp space, to the millions-strong Imperial Guard who defend the Emperor's worlds against alien threats and human insurrections, to the Inquisition that ensures faith through cleansing flame and large-caliber Communion, the Emperor's forces are many and dreaded.

No servant, however, compares to the monolithic Space Marines of the Adeptus Astartes -- the Emperor's will made manifest and avatars of His glorious retribution. They are genetically perfect and the symbols of his everlasting might. These gods of war are often all that keep humanity from falling to alien conquest and internal heresies.

The Blood Angels, the Black Templars, the Space Wolves and the Ultramarines are but a handful of the illustrious thousand chapters who serve the Imperium.

The Undying Master of Mankind, the Emperor, is no longer merely a man; he has become a God, worshipped by billions throughout the Galaxy. As Man's enemies rain endless death and destruction upon Humanity's doomed planets, the people of the Imperium pray to the Emperor, begging for His protection. Only the Space Marines can answer their desperate prayers. As the Emperor's loyal soldiers, the Imperial Guard are the backbone of Mankind's military. When these innumerable ranks are coupled with the fierce and unrelentingly heroic Space Marines, they represent Humanity's last, best hope for salvation from their merciless enemies.

To live now is to live in the cruelest and most bloody regime imaginable. Forget the power of technology, science, and humanity. Forget the promise of progress and understanding. There is no peace amongst the stars. Life is a desperate struggle for survival. Vigilance and devotion to the Emperor are the only refuge against the enemies of man, and the Space Marines are the Emperor's hand.



It is the dawn of the 41st Millennium. Battles rage, billions die and worlds are bathed in blood. Enter into a new Age: the Dawn of War.

ENTER THE BLOOD RAVENS

A secretive and ritualistic Chapter of the Space Marines, the Blood Ravens have a glorious history of fighting heroically for the Imperium. Yet, unlike some Chapters who can trace their lineage back ten thousand years to when the Emperor of Mankind created the first Space Marines, little is known of the Blood Ravens' origin. Their Chapter records have long since been mysteriously lost…or destroyed.

As if to compensate for their lack of knowledge regarding their roots, the Blood Ravens have developed a deep respect, almost an obsession, for information. They keep extensive records on all subjects; constantly adding to the Chapter's well-organized archives with materials and artifacts gathered and cultivated based upon their belief that knowledge is the greatest weapon in the fight against the Emperor's enemies.

The Blood Ravens are also psychically gifted, with a disproportionate number of the Chapter's brother-warriors exhibiting powerful psychic abilities. These paranormal gifts, along with the constant studies of their enemies, contribute to their uncanny ability to predict where and when Man's vicious adversaries will attack next.

This combination of psychic talent and unending exhaustive research is credited as the source of many of the Chapter's decisive victories and has added to the powerful mystique of the Blood Ravens.

GETTING STARTED

INSTALLATION

Insert the *Warhammer® 40,000: Dawn of War™* CD-ROM Disc One into your CD-ROM drive. When the Start-Up screen appears, click **Install** and follow the instructions on the screen.

If the Start-Up screen does not appear, double-click on the My Computer icon on your desktop, then double-click on the CD-ROM drive containing the Dawn of War CD-ROM. Locate and double-click on Setup.exe to launch the Start screen. Click **Install** and follow the instructions on the screen.

ENTER CD KEY

You will be asked to enter the unique CD key located on the back of the Instruction Manual. You must have a valid CD key to complete the installation process and play the game.

Protect your CD key – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

UPDATES AND PATCHES

Check the *Warhammer® 40,000: Dawn of War™* website http://www.dawnofwargame.com or www.thq.com/support for any updates or patches prior to playing the game. Please note that patches and updates may be automatically downloaded and applied when you login to the Online game.

DIRECTX 9.0c REQUIRED

You are required to have DirectX version 9.0c (included on the installation CD) or later to play *Warhammer® 40,000: Dawn of War™.*

TROUBLESHOOTING

Please refer to the Readme.txt file included on the CD for the latest information regarding troubleshooting and technical support.

PLAYING THE GAME

PLAYER PROFILES

The **Player Profiles** menu allows you to establish new player profiles for use by multiple players. Each profile retains the information particular to that user, such as customization settings, game options, and user preferences. It is also used to keep track of single-player game progression.

The active Player Profile name is displayed on the Main Menu. Click on the name to create new Player Profiles or to change the active Player Profile.

THE MAIN MENU

The **Main Menu** is where you launch a new **Single-Player** campaign, start a **Multiplayer** game, commence the **Tutorial**, or change the **Game Options**. Press F10 to activate the main menu when playing the game.

- Click Campaign on the **Main Menu** to access the **Tutorial** or play the **Single Player Campaign**.
- Click **Skirmish** to play the **Single Player Skirmish** game.
- Click on **Multiplayer** to play a **LAN** game over your Local Area Network or to play an Online game through GameSpy®.
- Click on **Options** to change the game's options.
- Click on **Army Painter** to customize your units' appearance.

SINGLE PLAYER CAMPAIGN

The Single-Player Campaign of *Warhammer® 40,000: Dawn of War™* puts you in control of the Blood Ravens in their epic struggle to save the planet Tartarus.

The Single-Player Campaign of Warhammer® 40,000: Dawn of War - Winter Assault™ offers two choices, the Order Campaign and the Disorder Campaign. The Order Campaign puts you in control of the Eldar and the Imperial Guard in their epic struggle to protect the Imperium of Man. In the Disorder Campaign, play the Orks and Chaos Space Marines in their efforts to crush any resistance to their chaotic will.

SKIRMISH

Skirmish allows you to enter into combat against computer-controlled opponents on a multiplayer map.

ONLINE GAME

Selection Online from the Main Menu offers the following options for multiplayer online gaming:

- **LAN** – Host/Join a game on your Local Area Network.
- **Online** – Host/Join an online game through the Dawn of War Multiplayer Lobby, which provides multiplayer gaming features like automatching, ladder ranking, etc.
- **Direct Host** – Allows you to host a direct-connection game (i.e. not over a LAN).
- **Direct Connect** – Allows you to connect to a direct-connection game (i.e. not over a LAN).

PLAYING THE GAME

GAME OPTIONS

SOUND

Modify audio options like volume levels, character speech level and music volume.

GRAPHICS

Modify graphical options such as screen resolution, detail levels, and rendering features.

CONTROLS

Modify options such as whether to include blood, and mouse scrolling speed.

NOTE: Check the readme.txt for more information on how to modify the hotkey settings. This manual assumes the DEFAULT setting for all mouse and keyboard controls.

ARMY PAINTER

Unit appearance can be customized for online play. Special banners, unit emblems and color schemes can be used to personalize your army. Check the Readme.txt for the full instructions on how to customize your units.

GAME SCREEN AND USER INTERFACE ELEMENTS

1. Resource Information: Displays the status of your current stockpile of Requisition, Power, and, for the Orks, Ork resources.
2. Strategic UI: Displays the captured Strategic Points, Objectives and Relics.
3. Critical Messages such as "Game Paused" appear here.
4. Team Information: Total units and unit cap.
5. Menu Bar: Click here to access the Main Menu, display Mission Objectives, change Diplomacy settings, and more.
6. Timers and Warnings: Countdown timers and gameplay event warnings pop up here.
7. Event Cue System & Alert Text: Display the latest events. Click here to zoom to the location or unit that triggered the message.
8. Unit Command Area: Issue unit commands by clicking here or using the indicated hotkey. Commands like 'BUILD' or 'ATTACK' are issued here by clicking on the appropriate icon.
9. Squad Control Area: Reinforce the squad and upgrade the squad's weapons.
10. Help Text: When placing the cursor over any game element, help text is displayed so you know the function of that unit or command.
11. Mini Map: Displays a rendition of the level map.
12. Section Information Area: Displays health of your unit and relative strength of the squad.

USING THE MOUSE AND 3D CAMERA

The camera is the primary control point for commanding your army. There are four camera controls.

Rotate: Hold down the ALT key and move the mouse to rotate the camera's point of view on the horizontal and vertical axis. Return to the default camera position by hitting Backspace.

Zoom: Roll the mouse wheel up to zoom in or down to zoom out.

Pan: Pan the camera forward, backward, left or right by moving the cursor to the edge of the screen or by using the arrow keys.

Squad Selection: Select a squad by clicking on a unit. To do this, hold down the left mouse button and drag the box around the group of units. Assign a hotkey to the group by hitting CTRL plus the number keys (1-0) to assign a group a hotkey.

NOTE: Remember that Help Text is available throughout the game to explain how to use the game features and functions.

BASIC GAME CONCEPTS

RESOURCE STRATEGIC POINTS

Capture three kinds of Points to obtain benefits:

- Strategic Points: Holding these increases the rate at which you receive Requisition.
- Vital Objectives: Holding these increases the amount of requisition you receive per turn at a rate higher than basic Strategic Points. Also, holding Vital Objectives is required to satisfy certain win conditions in multiplayer games.
- Relic: Holding these increases the rate of requisition and enables the creation of powerful units and abilities.

Use squads with the Capture ability, such as the Space Marine Scouts, to capture Strategic Points by selecting the squad and right-clicking the Strategic Point.

PLAYING THE GAME

BASIC GAME CONCEPTS CONT'D

RESOURCES, BUILDINGS AND UNIT CAPS

Warhammer® 40,000: Dawn of War™ has three resources: Requisition, Power, and Ork Resource.

Requisition is the basic resource used for units and buildings. It represents the importance of your campaign within the context of the greater wars in the Imperium, and indicates how easily you can call in reinforcements, weaponry, structures, and vehicles. Requisition is gained by using infantry to take and hold Strategic Points.

Power is used for vehicles, heavy weapons, and advanced units and structures. Plasma Generators and Thermo-Plasma Generators generate power. Thermo-Plasma Generators can only be built on Slag Deposits.

Ork Resource (Orks only) is used for obtaining units. Ork Resource is generated at a rate determined by the number of Ork Settlements and Waaagh! Banners held by the player. Additionally, each time a Waaagh! Banner is constructed, additional Ork Resource is obtained.

Unit Caps indicate the number of units you can have. This is controlled by two factors: the Squad Cap and Vehicle Cap. Squad Cap represents the maximum number of infantry squads you can order and simultaneously deploy on the battlefield. Similarly, Vehicle Cap determines how many vehicles you can build.

You can increase the unit caps for each race by building the required support structures, upgrades, and research.

- Space and Chaos Marines: Buy Squad Cap Increase and Support Research at the headquarters.
- Eldar: Build Webway Gates.
- Orks: Build Waaagh! Banners.

TECHNOLOGY UPGRADES

As you build new structures, you have the opportunity to outfit units with better gear. Each new upgrade unlocks access to new buildings, upgrades to current buildings and units, as well as new weapons and new unit abilities.

SQUADS

The basic infantry unit for all races is a squad. Squads respond to orders as a single entity.

When a squad is built and ordered into action, the squad can be Reinforced (adding more individual members to the squad) and Upgraded (adding more powerful weapons), and a squad leader can be added which enhances the squad's combat effectiveness.

Powerful Leader units, like the Space Marine Force Commander, can be attached to a squad by selecting the Leader, clicking the 'Attach' button, and then clicking the squad you want to attach the Leader to.

Special units, like the Bloodthirster and Avatar of Khaine, and vehicles, cannot be formed into squads. They exist as individual entities and cannot be attached to squads.

TERRAIN, COVER

In *Warhammer® 40,000: Dawn of War™*, ground cover affects combat and movement. There are three kinds of ground cover:

- Light cover – slows movement, reduces effects of most weapons.
  Example: Brush.
- Heavy cover – acts like light cover but effects are greater.
  Example: Trees and heavy undergrowth provide more dense protection from enemy fire but are harder to walk through.
- Negative cover – Makes units more vulnerable to most weapons and slows movement.
  Example: Knee Deep river bed that slows your progress on the battlefield.
- Some units can ignore terrain while moving. Units like the Eldar Warp Spiders can teleport short distances across the map.

CONTROL ZONES

Control Zones are established by a race when the HQ is positioned and further supported by Listening Posts planted on Strategic Points. All races use Control Zones and most buildings must be constructed within a Control Zone.

MORALE

In *Warhammer® 40,000: Dawn of War™*, weapons do damage to unit Morale as well as to unit Health. The Morale of units replenishes automatically over time, and can be boosted by unique, special abilities like the Sergeant's Rally ability or the Force Commander's Battlecry. Morale affects a unit or squad's ability to be effective in combat. When a squad's Morale is reduced to zero, the squad 'breaks', rendering it combat ineffective. When broken, squads do very little damage to their enemies. Broken squads get a movement speed bonus allowing the player to remove them from battle quickly. The player does not lose control of broken squads.

COMMANDS

All races have the same basic commands available to the user within the 'Unit Command Area' of the user interface. Each command has a hotkey combination associated with it, as indicated on the Command icon. Some units have special commands or abilities that will also appear in the 'Unit Command Area' of the game.

SPACE MARINES

Space Marines are the most powerful and dreaded of all the human warriors in the Warhammer® 40,000 universe. They are not truly human, but *superhuman*, having been made superior, in all respects, to normal men by a harsh regime of genetic and cybernetic modification, psycho-conditioning and rigorous training. Being few in number, Space Marines are organized into small independent armies called Chapters. Each Chapter is responsible for its own recruitment, training, equipment, organization and strategy. Their unswerving loyalty is to the God-Emperor and no other.

- Space Marines are elite, but generalist units. As good utilitarian units, they lack specialization in any particular combat scenario.
- Space Marines are the strongest long-range army in the game.
- They are generally good with their close-combat abilities.
- They enjoy the best leaders and the best Morale.
- They sport anti-daemon weaponry.
- Space Marines are tough as nails, and skilled, but have a high cost and are fewer in number.
- They are extremely versatile and able to adjust on the fly to varying battle conditions.

NOTE ABOUT THE IMPERIAL GUARD

The Imperial Guard are human troops, drawn from over a million inhabited worlds that make up the Imperium, who fight for the Emperor on countless battlefields scattered throughout the vastness of space. However, in this battle, they are only controllable in certain Single-Player missions. Your Space Marines require your full attention for a victorious outcome.

SPACE MARINE BUILDINGS

Buildings must be placed within the Control Zone of a Strategic Point. The Control Zone is the area around a captured Strategic Point.

STRONGHOLD, MONASTERY AND FORTRESS MONASTERY

The basic headquarters of a Space Marine field-base, where servitors and Scout Marine Squads are ordered and Squad and Support Cap Research is acquired. Upgrade the Stronghold to a Monastery, and then a Fortress Monastery, to unlock improved vehicles, more powerful infantry, and advanced research in other Space Marine buildings.

LISTENING POST

Build a Listening Post on a captured Strategic Point or Relic to defend the point against aggressors. Upgrade the Post to add defenses (weapons and armor), increase Requisition Rate, and allow the building of Skull Probes that are useful for scouting.

CHAPEL - BARRACKS

Build the Chapel-Barracks to allow building of Space Marine Squads and the Force Commander, as well as Frag Grenade Research. Additional units and research become available at the Chapel-Barracks as the Stronghold is upgraded.

ARMORY

Research into heavy weapons, accuracy improvements, and improved armor are available at the Armory.

MACHINE CULT

Vehicles can be built and vehicle capability improvements researched at the Machine Cult.

SACRED ARTIFACT

Other leader units (the Apothecary and Librarian) can be built and leader improvements researched at the Sacred Artifact.

ORBITAL RELAY

Building the Orbital Relay enables the use of Drop Pods to transport infantry to any point on the map. The Orbital Relay is a requirement for the Orbital Bombardment ability.

BOLTER TURRET/MISSILE TURRET

The Bolter Turret is a close range, unmanned weapon primarily used for defending territory against infantry. It is small and easily placed within a Control Zone. It can be upgraded to a Missile Turret to make it effective against vehicles

SPACE MARINES

SPACE MARINE BUILDINGS CONT'D

MINE FIELD

A Mine Field provides the first level of defense against an approaching enemy. Use Mine Fields to inflict damage and destruction on enemy units by planting them around your base.

PLASMA GENERATOR

The Plasma Generator provides Power Resource, which is needed to support certain buildings, units, and upgrades. Each Stronghold can support a limited number of Plasma Generators.

THERMO-PLASMA GENERATOR

A more powerful variant of the Generator, Thermo-Plasma Generators can only be built upon Slag Deposits.

SPACE MARINE ARMY UNITS

APOTHECARY

Role: Leader, Healer

Unit Type: Infantry, Attachable to squads

Weapons: Chainsword

Abilities: Narthecium (Healing)

Apothecaries are the Space Marine healers, who are essential to the continued combat effectiveness of a Space Marine chapter. Similar to the Librarian in role, the Apothecary is a common support unit with healing abilities.

ASSAULT MARINES

Role: Fast Attack, Anti-heavy weapons

Unit Type: Infantry Squad

Weapons: Chainsword and Bolt Pistol

Abilities: Capture, Jump Packs, Melta Bombs

Assault Marines utilize Jump Packs to get around the battlefield, quickly moving over terrain that would normally be impassible. Assault Marines are equipped for close-combat , and while they generally can't outfight close combat specialists, they are deadly against standard troops, especially those carrying heavy weapons. Assault Marines can be upgraded with the Melta Bombs, an anti-vehicle weapon, making them effective hit-and-run vehicle killers.

FORCE COMMANDER (UNIQUE)

Role: HQ, Enhances Infantry

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Power Sword and Bolt Pistol, Plasma Pistol (Upgrade), Daemon Hammer

Abilities: Battlecry, Inspiring Aura, and Orbital Bombardment

The Force Commander is the leader of the Space Marine army and as such a tougher and stronger unit. While a versatile unit with a variety of abilities and weapons, he's focused on enhancing the troops under his command. The Force Commander is a unique unit, so there can only be one on the field at a time.

DREADNOUGHT & HELLFIRE DREADNOUGHT

Role: Infantry Support, Short-ranged Siege

Unit Type: Vehicle, Walker

Weapons: Assault Cannon (Upgrade), Missile Launcher (Hellfire variant only), Twin-linked Lascannon (Upgrade), Dual Close-Combat Weapons

The Dreadnought is a tough walking vehicle that can be armed in a variety of ways, and can perform a variety of different roles. Generally, it excels at destroying hard targets up close, like vehicles and buildings. The Hellfire Dreadnought carries missiles and is very potent in long-range combat.

LAND RAIDER

Role: Heavy Transport Unit, Anti-vehicle and Long-range siege

Unit Type: Vehicle, Heavy Tank

Weapons: 2 Twin-linked Lascannons and Twin-linked Heavy Bolters

Abilities: Machine Spirit, Transport Capacity

The pinnacle of mechanized power, the Land Raider is nearly impervious. It generates ludicrous amounts of firepower and can transport an entire squad of Tactical Space Marines or even Terminators! Its Machine Spirit ability allows it to withstand even greater punishment than normal for short periods of time.

LAND SPEEDER

Role: Fast Fire Support, Anti-infantry

Unit Type: Vehicle, Skimmer

Weapons: Storm Bolters, Twin-linked Assault Cannons

Abilities: Skimmer

Land Speeders are fast skimmers that, like Assault Marines, can ignore most terrain. Land Speeders carry heavy weapons that can provide fire support in a fight. Land Speeders are light vehicles, and will go down quickly when under fire, but are the fastest unit in the Space Marine army.

SPACE MARINES

SPACE MARINE ARMY UNITS CONT'D

LIBRARIAN (UNIQUE)

Role: HQ, Powerful Psyker

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Force Weapon and Bolt Pistol (default), Plasma Pistol (Upgrade)

Abilities: Word of the Emperor and Smite

The Librarian is a powerful psyker. Boasting a variety of powerful psychic abilities, they are effective at striking down enemies, banishing daemons, and protecting troops from psychic attacks. The Librarian is a unique unit, so there can only be one on the field at a time.

PREDATOR

Role: Heavy Fire Support, Anti-infantry or Anti-vehicle (long-range siege)

Unit Type: Vehicle, Tank

Weapons: Heavy Bolters and Autocannon (default), or Twin-linked Lascannons and Lascannons (upgrades)

Abilities: Smoke Launchers

The primary tank of the Space Marines, the Predator can be customized as an anti-tank or anti-troop vehicle, and is exceedingly effective at either role. Its primary use is as a fire support unit, forcing the enemy to deal with a multi-pronged threat of troops and vehicles.

RHINO

Role: Transport Unit

Unit Type: Vehicle, Light Tank

Weapons: None

Abilities: Smoke Launchers, Transport Capacity

The Rhino is a tough, reliable troop transport, able to get Tactical Marines or Scouts quickly into a fight. It can also launch a smoke screen to cover an army's advance.

SERGEANT

Role: Leader, Enhances infantry

Unit Type: Heavy Infantry, Unique Individual, Attachable to squads

Weapons: Sword and Bolt Pistol, Power Sword (Upgrade), Plasma Pistol (Upgrade), Power Fist (Upgrade)

Abilities: Detection, and Rally

Sergeants have strong Morale-improving abilities, and increase the Morale of squads they are attached to. They also inspire their troops to acts of bravery that cause them to be more effective in combat through their Rally ability. When a squad is selected, a Sergeant can be built by clicking on the Sergeant icon in the Squad Control Area.

SCOUT MARINE SQUADS

Role: Scout

Unit Type: Light Infantry Squad

Weapons: Knife and Bolt Pistol, Sniper Rifle (Upgrade), Plasma Rifle (Upgrade), and Flamer (Upgrade)

Abilities: Capture, Infiltrate, Detection, Frag Grenades, and Move through Cover

Scout Marine squads are light, fast troops with good sight distance, and can be used to secure Strategic Points. They can be upgraded with a variety of abilities, like Infiltrate, spot for artillery, and carry specialty weapons like the Sniper Rifle. Scouts' primary role is reconnaissance and infiltration, but they can also provide good support to core Space Marine squads, taking out key objectives before the fighting begins.

SPACE MARINE SQUADS

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Heavy Infantry Squad

Weapons: Knife and Bolter, Heavy Bolter (Upgrade), Missile Launcher (Upgrade), Plasma Rifle (Upgrade), and Flamer (Upgrade)

Abilities: Capture, and Frag Grenades

Tactical Marines are a tough and versatile troop unit. Heavily armed, armored, and highly skilled, they are the backbone of the Space Marine army. Space Marines' greatest strength is their versatility; they can be equipped with almost any weapon type, allowing them to be effective against standard troops, light vehicles, or even heavy tanks.

SPACE MARINES

SPACE MARINE ARMY UNITS CONT'D

SERVITOR

Role: Builder Unit

Unit Type: Light Infantry Unit

Weapons: None

Abilities: Repair

The Servitor is a cybernetic human that provides a utilitarian role for the Space Marines. It can assemble the pre-fabricated structures utilized by the Space Marines, lay down emplaced defenses like Mines, as well as perform repair or maintenance tasks.

TERMINATORS

Role: Elite troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Heavy Infantry Squad

Weapons: Power Fist and Storm Bolter
Assault Cannon (Upgrade), Heavy Flamer (Upgrade),
Thunder Hammer (Assualt Terminator only)
and Storm Shield (Assualt Terminator only)

Abilities: Capture, Minor Invulnerability, and Deep Strike

Terminators are some of the most experienced warriors in the Space Marine army and they wear the near-impregnable Terminator armor. While slower than standard troops, they can take a horrendous amount of punishment, and are equipped with powerful weaponry that makes them fearsome in both hand-to-hand and ranged-combat. They can also be teleported into combat through the Deep Strike ability. Assault Terminators are specialized for close-range combat.

WHIRLWIND

Role: Long Range Artillery, Anti-Infantry and High Morale Damage

Unit Type: Vehicle, Light Tank

Weapons: Missile Battery

Abilities: Blind Firing

The Whirlwind is a powerful artillery unit designed to demoralize and soften troop-based targets. Although relatively ineffective against structures, it is still a strong unit when it comes to breaking enemy defensive emplacements.

SPACE MARINE WEAPONS

ASSAULT CANNON

Role: Anti-Infantry **Type:** Heavy

Range: Medium **Special:** None

Characteristics: Continuous Fire - Minigun, Solid Slug

A six-barreled solid-projectile heavy weapon that can achieve blistering firing rates, the assault cannon is used to clear out large groups of enemy infantry, preferably in close quarters. It is carried by Dreadnoughts and is a preferred heavy weapon of Terminators.

BOLT PISTOL/BOLTER/STORM BOLTER

Role: Anti-Infantry **Type:** Small Arms

Damage: Low **Morale:** Low

Range: Short to Medium **Special:** None

Characteristics: Semi-auto, Bolts

Bolters are the preferred standard firearms of Space Marines. They fire semi-automatic self-propelled explosive rounds with armor piercing tips, and are very effective at dealing with most of the lightly armored infantry Space Marines face.

CHAINSWORD

Damage: Average **Power Weapon:** No

Morale: Average **Special:** None

Characteristics: Standard Close-Combat

A standard close-combat weapon for Space Marine assault troops, this is a long, sword-like weapon with jagged, motorized teeth that cut through enemy units with ease.

DAEMONHAMMER

Damage: High **Power Weapon:** Yes

Morale: Average **Special:** Stun, Daemon Killer

Characteristics: Large Power Weapon

A powerful weapon only gifted to those who have shown exceptional ability at combating the forces of Chaos, the Daemonhammer greatly enhances the user's strength and utilizes an energy field that cuts through the thickest of armor.

SPACE MARINES

SPACE MARINE WEAPONS CONT'D

DREADNOUGHT CLOSE-COMBAT WEAPONS

Damage: Very High **Power Weapon:** Yes
Morale: Average to High **Special:** Building Damage
Characteristics: Large Power Weapon

The Dreadnought's fists are powerful hydraulic claws surrounded in energy fields that make them effective at dismantling anything they can get close to. They are especially useful against structures.

FORCE WEAPON

Damage: Average **Power Weapon:** Yes
Morale: Average **Special:** Killing Blow
Characteristics: Force Weapon

Force Weapons are similar to Power Swords except that when utilized by powerful psykers like the Librarian they have a chance of outright killing any unit they damage.

FLAMER/HEAVY FLAMER

Role: Anti-Infantry **Type:** Assault / Heavy
Damage: Average **Morale:** High
Range: Short **Special:** Ignores Cover
Characteristics: Flamethrower

While certainly effective at taking out enemy troops, the Flamer's primary advantage is its psychological effect on the battlefield. Enemies will leave secure locations and move into the open at the threat of being burned alive by a flamethrower. For this reason, Flamers are very effective at dealing with units in cover, ignoring any benefits those units would normally receive and doing significant Morale damage.

HEAVY BOLTER

Role: Anti-Infantry **Type:** Heavy
Damage: Average **Morale:** Average
Range: Medium **Special:** None
Characteristics: Continuous Fire - Average, Large Bolts

A heavier variant of the standard Bolter, it fires higher-powered rounds at longer range and at a faster firing rate. It is an effective anti-troop weapon.

KNIFE

Damage: Low to Average **Power Weapon:** No
Morale: Low to Average **Special:** None
Characteristics: Standard Close-Combat

Standard armament for Space Marines and Scouts, the Knife is a basic close-combat weapon. However, in the hands of a Space Marine it should not be underestimated as an effective tool for taking down enemy infantry.

LASCANNON

Role: Anti-Vehicle **Type:** Heavy
Damage: Very High **Morale:** Average
Range: Very Long **Special:** None
Characteristics: Beam Weapon, Laser

The Lascannon is easily the most powerful non-ordnance ranged weapon utilized by the Imperium. It fires a concentrated beam of energy that can punch through armor like it was paper.

MISSILE BATTERY

Role: Anti-Infantry **Type:** Ordnance
Damage: Average **Morale:** Average to High
Range: Long **Special:** Indirect Fire, Stun
Characteristics: Slow Firing, Whirlwind Missile

The Whirlwind's missile battery fires smart missiles that produce an explosive blast on impact that is extremely effective against most infantry and buildings. It sports a long range making it an excellent tool for breaking defensive lines.

MISSILE LAUNCHER

Role: Versatile **Type:** Heavy
Damage: Average to High **Morale:** Average
Range: Long **Special:** Missiles
Characteristics: Slow Firing Reload, Missile

The missile launcher is a versatile weapon effective against both infantry and armored targets.

PLASMA PISTOL/PLASMA GUN

Role: Anti-Armor **Type:** Small Arms
Damage: Average to High **Morale:** Average
Range: Low to Medium
Characteristics: Semi-auto, Plasma Burst

Plasma technology is some of the most powerful and advanced utilized by the Imperium. Plasma weapons are renowned for their ability to melt through the thickest of armor yet can be carried as a small, run-and-gun hand weapon.

SPACE MARINES

SPACE MARINE WEAPONS CONT'D

POWER FIST

Damage: High **Power Weapon:** Yes

Morale: Average **Special:** None

Characteristics: Large Power Weapon

As the standard weapon for Terminator troops, the Power Fist is an over-sized, hydraulically-assisted hand weapon crackling with arcane energy fields. It greatly increases the damage capabilities of the user and can cut through the toughest of armor.

POWER SWORD

Damage: Average **Power Weapon:** Yes

Morale: Average **Special:** None

Characteristics: Power Weapon

Power Swords look similar to normal Swords, but have been infused with dark technology that allows them to cut through the thickest armor with ease. Power Swords are very effective at taking down heavily armored troops, but do little damage to vehicles.

SNIPER RIFLE

Role: Anti-Infantry **Type:** Heavy

Damage: Low **Morale:** Average to High

Range: Long **Special:** Critical Hit, Very Accurate

Characteristics: Slow Firing Reload, Solid Slug

Sniper rifles are long range weapons that fire a single, needle-like projectile that is extremely effective at taking down targets of almost any size, provided the sniper can find a chink in the target's armor.

THUNDER HAMMER/STORM SHIELD

Damage: High **Power Weapon:** Yes

Morale: Average **Special:** Stun, Invulnerability

Characteristics: Large Power Weapon

The Thunder Hammer is an Assualt Terminator weapon, similar to the Daemonhammer without the added effectiveness against Daemons. When utilized with a Storm Shield, the Assualt Terminator squad gains an added advantage in close-combat.

CHAOS SPACE MARINES

At the birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war known as the Horus Heresy. Brother fought brother, and Mankind stood upon the very brink of extinction in this civil war.

Ten thousand years after their defeat, those same traitors still launch their Black Crusades out of the Eye of Terror, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor. Now and forever they had become Chaos Space Marines, despised and feared as traitors and heretics throughout the galaxy.

- The Armies of Chaos are elite and versatile. Like Space Marines, they are versatile, but don't excel in any particular role. They are elite because they are battle hardened.
- The Armies of Chaos takes advantage of the crafty nature of their orgins though the use of under-handed tactics such as infitrating their troops and surprising the enemy.
- They prefer mobs of units as cannon fodder, distractions, or for overwhelming tactics.
- They're a short-range, assault-oriented army but have strong long-range fire support.
- Elites units can be even more expensive and fewer in number than Space Marines.
- Daemons provide the most powerful single units in the game, drawing on the power of Chaos.
- Powerful and showy sorcery and corruption abilities are the hallmark of Chaos.
- Vulnerable to anti-Daemon and Imperial Faith-based abilities since that is the mainstay of their unique power.
- They are difficult and unpredictable force to manage, but powerful and satisfying.

Like Space Marines, Chaos Space Marines are one of the most elite fighting forces in the Warhammer® 40,000 universe. But Chaos Space Marines also draw on the power of the Warp and their hordes of beasts and followers to create a dangerously brutal and unpredictable fighting force. Chaos use their hordes of Cultists, sorcery abilities, and warp-spawned daemons to throw enemies off-guard and then finish them off with the cold, calculating brutality of Space Marines who've lived and fought for thousands of years.

MOB GROUPS

Chaos Space Marines are not the ordered militaristic group that loyalist Space Marines are. Rather, they are a war-hungry mob of voracious warriors and near-maniacal cult groups. They often rely on cheap, expendable troops to act as diversions or simply to overwhelm the enemy.

CHAOS SPACE MARINES

ASSAULT-ORIENTED

Chaos Space Marines and the daemons they rely on prefer to see their enemy die up close. As a result many of Chaos' forces are more proficient in assault than most armies. Units like Possessed Marines, the Bloodthirster, and the Chaos Lord are virtual close-combat powerhouses.

DAEMONS AND SORCERY

Chaos relies heavily on the Warp for their power. As a result they can summon powerful daemons directly onto the battlefield, a tactic that often takes the enemy completely by surprise. Greater Daemons that can devastate those who stand against them can possess their leaders, and their Chaos Sorcerers wield powerful sorcery that can corrupt the mind and destroy the flesh. The very presence of these entities can usurp and corrupt all those who stand against Chaos. However, these abilities come at a price. They are unpredictable. Summoning circles that contain daemonic powers can be destroyed, causing daemons to run amok. Spells can misfire and inflict damage. All these special abilities require a higher level of management to pull off. These are the cost of having the power of Chaos at your bidding.

CHAOS SPACE MARINE BUILDINGS

DESECRATED STRONGHOLD

This is the basic headquarters of a Chaos Space Marine base. Heretics and Cultists are ordered here. Squad and Support Cap Research are acquired here as well. Upgrade the Desecrated Stronghold to Desecrated Fortress and Unholy Monastery to make available vehicles, more infantry, and advanced research in other Chaos Marine buildings.

LISTENING POST

This unit functions in the same manner as the Space Marine Listening Post.

TEMPLE

The Temple allows the requisitioning of Chaos Space Marine Squads and the Chaos Lord. Additional units and research become available as the Desecrated Stronghold is upgraded.

ARMORY

Research into weapons, accuracy improvements, and improved armor are available at the Armory.

MACHINE PIT

Vehicles can be built and vehicle capability improvements researched at the Machine Pit.

SACRIFICIAL CIRCLE

Horror Squads, Possessed Marines, and other leader units can be ordered and leader improvements are researched at the Sacrificial Circle.

DAEMON PIT

The Bloodthirster is available from the Daemon Pit when a Relic is obtained.

OTHER

The Heretic can also build the Heavy Bolter Missile Turret and Mine Field as defensive measures for bases.

PLASMA GENERATOR

The Plasma Generator provides Power Resource, which is needed to support certain buildings, units, and upgrades. Each Stronghold can support a limited number of Plasma Generators.

THERMO-PLASMA GENERATOR

A more powerful variant of the Generator, Thermo-Plasma Generators can only be built upon Slag Deposits.

CHAOS SPACE MARINES

CHAOS SPACE MARINE ARMY UNITS

BLOODTHIRSTER (UNIQUE)

Role: It lives up to its name as a bloodthirsty daemon.

Unit Type: Greater Daemon

Weapons: Bloodthirster Axe

Abilities: Wing Clap, Foot Stomp, Furious Assault, Possession, Bloodlust, Daemon Wings, and Invulnerability

The Bloodthirster is a Greater Daemon, the ultimate incarnation of the power for the Chaos God known as Khorne. To enter our plane, the Bloodthirster possesses a worthy sacrificial unit, bursting forth in the form of a 30-foot tall winged daemon. Entire armies have met their death on its blades. The Bloodthirster exists to destroy the enemies of Chaos, and takes damage whenever it is not in combat, eventually disappearing from our plane if its thirst for destruction cannot be satiated.

ASPIRING CHAMPION

Role: Leader, Enhances infantry

Unit Type: Infantry

Weapons: Chainsword and Bolt Pistol, Power Sword (Upgrade), Plasma Pistol (Upgrade), Power Fist (Upgrade)

Abilities: Detection, Furious Charge, Infiltrate, Move Through Cover, Tankhunters, Siege Specialist

Aspiring Champions enhance the combat or firepower of a Chaos squad with the unique weaponry they carry. When upgraded with abilities that are conveyed to their entire squad, they are an excellent at customizing individual squads.

CULTISTS

Role: Scout

Unit Type: Light Infantry Squad

Weapons: Knife and Laspistol, Plasma Gun (Upgrade), and Grenade Launcher (Upgrade)

Abilities: Capture, Infiltrate, Move through Cover

As the workhorses of the Chaos army, Cultists are cheap, numerous, and expendable. They're also weak and of little use other than as a distraction. Cultists can, however, be trained for specialist tasks like Infiltration.

DEFILER

Role: Infantry Support, Long-Ranged Siege

Unit Type: Vehicle, Walker

Weapons: Autocannon, Heavy Flamer, Dual Close-Combat Weapons, and Battlecannon

Abilities: Blind Firing

A mechanized walking nightmare, the Defiler's primary role is as a mobile siege tank. Its Battle Cannon can bash down almost any defensive structure, or be fired indirectly to damage and demoralize enemy forces.

HERETIC

Role: Builder Unit

Unit Type: Light Infantry Unit

Weapons: None

Abilities: Repair, Forced Labor

Heretics are good for little more than manual labor; Chaos Space Marines put these wretches to work doing everything from constructing field bases, laying down defenses, as well as performing repair and maintenance tasks. If Forced Labor is selected, the Heretic will work harder, but will slowly lose health.

HORROR SQUAD

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Daemon Pack

Weapons: Daemon Fire, Claws

Abilities: Summoned, Minor Invulnerability, and Unstable

Horror Squad are warp-spawned daemons that can immolate enemy infantry with daemonic fire. They're short-ranged but resilient units that are summoned into battle to surprise the enemy. As summoned units they are inherently unstable, so Morale damage will potentially banish them back to the Warp.

CHAOS LORD (UNIQUE)

Role: HQ, Powerful Character

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Manreaper and Bolt Pistol (default), Plasma Pistol (Upgrade)

Abilities: Daemon Strength, Symbol of Chaos, and Commander

The Chaos Lord is the main leader of the Chaos army. A highly skilled and versatile unit, he can be equipped with a variety of abilities, primarily focused around Chaos gifts that enhance his physical characteristics and demoralize the enemy. The Chaos Lord is a unique unit, so there can only be one on the field at a time.

CHAOS SPACE MARINES

CHAOS SPACE MARINE ARMY UNITS CONT'D

CHAOS SPACE MARINES

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Infantry Squad

Weapons: Knife and Bolter, Heavy Bolter (Upgrade), Missile Launcher (Upgrade), Plasma Gun (Upgrade), and Flamer (Upgrade)

Abilities: Capture, Infiltrate, Grenades

As a tough and versatile unit, they are heavily armed, armored, and highly skilled. While similar to loyalist Space Marines, they lack the trust and faith of loyalist Space Marines, resulting in lower Morale.

OBLITERATORS

Role: Elite troops, Versatile

Unit Type: Heavy Infantry Squad

Weapons: Power Fist, Autocannon, Heavy Bolter, Missile Launcher, Lascannon, Twin-linked Plasma Gun, Flamer

Abilities: Capture, Obliterator Weapons, Slow and Purposeful, Minor Invulnerability, and Deep Strike

Fused with their armor and charged with daemonic energies, these leviathans form a variety of different weapon types to deal with any who stand against them. Ungodly tough and able to generate enormous amounts of firepower, they are also plodding and slow. Although too big to be easily transported, they can be teleported. They are armed with a wide array of weaponry, making them effective against any target type.

POSSESSED SQUAD

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Infantry Squad

Weapons: Daemonic Talons

Abilities: Capture, Fearsome, and Minor Invulnerability

Possessed Squad have been possessed and mutated by daemons and their proximity to the Warp. They are close-combat monsters, able to use their daemonic talons and strength to literally rip enemies limb-from-limb.

CHAOS PREDATOR

Role: Heavy Fire Support, Anti-infantry or Anti-vehicle (long-range siege)

Unit Type: Vehicle, Tank

Weapons: Heavy Bolters and Autocannon (default), or Twin-linked Lascannons and Lascannons

Abilities: None

The primary tank of the Chaos Space Marines, the Predator can be customized as an anti-tank or anti-troop vehicle, and is exceedingly effective at either role. Its primary use is as a fire support unit, forcing the enemy to deal with a multi-pronged threat of troops and vehicles.

RAPTOR SQUAD

Role: Fast Attack, Anti-heavy weapons (can be upgraded to Anti-vehicle weapons)

Unit Type: Infantry Squad

Weapons: Chainsword and Bolt Pistol, Plasma Gun (Upgrade), Flamer (Upgrade)

Abilities: Capture, Jump packs, Frag Grenades, and Speed Fiends

The Rapture Squad utilizes jump packs to move around the battlefield quickly. Equipped for close-combat, they generally can't outfight close-combat specialists, but are deadly against standard troops. Upgraded Raptors are effective hit-and-run vehicle killers.

CHAOS RHINO

Role: Transport Unit

Unit Type: Vehicle, Light Tank

Weapons: None

Abilities: Smoke Launchers, Transport Capacity

The Chaos Rhino is a tough, reliable troop transport, able to get troops quickly into a fight. It can provide a smoke screen to cover an army's advance. It cannot carry Obliterators.

CHAOS SORCERER (UNIQUE)

Role: Headquarters, Powerful Psyker

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Bedlam Staff and Bolt Pistol (default), Plasma Pistol (Upgrade)

Abilities: Doombolt, Chains of Torment, Corruption, and Minor Invulnerability

Chaos Sorcerers are powerful entities able to focus the very substance of the Warp. The Chaos Sorcerer is the primary 'psyker' for the Chaos army. The Chaos Sorcerer's abilities are focused on combat and debilitating enemy units. The Chaos Sorcerer is a leader (unique) unit, so there can only be one on the field at a time.

CHAOS SPACE MARINES

CHAOS SPACE MARINE WEAPONS

The Chaos Space Marines pack a signficant punch when coupled with their array of close range and long range weapons.

AUTOCANNON

Role: Anti-Light Vehicles **Type:** Heavy
Damage: Average to High **Morale:** Average
Range: Medium **Special:** None
Characteristics: Continuous Fire – Slow, Solid Slug/Explosive

The Autocannon is a slightly larger version of the Assault Cannon that trades firing rate for power. It's a versatile weapon, good for use against both infantry and light vehicles. It is typical equipment on Chaos Predator Tanks.

BATTLECANNON

Role: Anti-Everything **Type:** Ordnance
Damage: High **Morale:** High
Range: Long **Special:** Stun
Characteristics: Slow Firing, Ordnance

The Battle Cannon fires a large ordnance blast that does massive damage to anything it hits. Its long range makes it an excellent tool for breaking defensive lines.

BLOODTHIRSTER AXE

Damage: High **Power Weapon:** Yes
Morale: High **Special:** Extra Vehicle Damage
Characteristics: High-power Close-Combat

The Bloodthirster Axe is a huge weapon that delivers massive amounts of melee damage against units and vehicles.

BOLT PISTOL/BOLTER

Role: Anti-Infantry **Type:** Small Arms
Damage: Low **Morale:** Low
Range: Short to Medium **Special:** None
Characteristics: Semi-Auto, Bolts

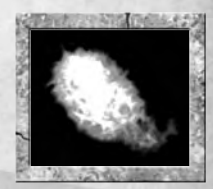
Bolters are the preferred standard firearms of Chaos Space Marines. They fire semi-automatic self-propelled explosive rounds with armor piercing tips, and are very effective at dealing with most lightly armored infantry that Chaos Space Marines face. The primary difference between the pistol, and bolter variants are range and rate of fire.

CLAWS (HORROR)

Damage: Low to Average **Power Weapon:** No
Morale: Average **Special:** None
Characteristics: Standard Close-Combat

The Horror uses its claws to attack enemy units. While the Horror is demonically strong, it is an un-skilled close-combat combatant, thus ineffective at close range.

DAEMON FIRE (HORROR)



Role: Anti-Infantry **Type:** Small Arms
Damage: Low to Average **Morale:** Low
Range: Short to Medium **Special:** None
Characteristics: Semi-Auto, Daemon Fire

Horrors utilize daemonic fire to immolate their foes. While the damage on this attack is relatively low the Daemon can use this weapon on the move and throw fire at a relatively high rate.

DEFILER CLOSE COMBAT WEAPONS

Damage: High **Power Weapon:** Yes
Morale: Average to High **Special:** Building Damage
Characteristics: High-power Close-Combat

While not as skilled or powerful as a Space Marine Dreadnought, the Defiler is nonetheless a powerful close-combat threat who is able to use his massive claws to bring down enemy units, vehicles, or structures

FLAMER/HEAVY FLAMER

Role: Anti-Infantry **Type:** Assault / Heavy
Damage: Average **Morale:** High
Range: Short **Special:** Ignores Cover
Characteristics: Flamethrower

While certainly effective at taking out enemy troops, fire is primarily useful for its psychological effect on the battlefield. For this reason flamers are very effective at dealing with units in cover, ignoring any protection those units would normally receive from cover and doing significant Morale damage.

POWER FIST

Damage: High to Very High **Power Weapon:** Yes
Morale: Average **Special:** None
Characteristics: Large Power Weapon

The power fist is an over-sized, hydraulically-assisted hand weapon crackling with arcane energy fields. It greatly increases the damage capabilities of the user and can cut through the toughest of armor.

CHAOS SPACE MARINES

CHAOS SPACE MARINE WEAPONS CONT'D

GRENADE LAUNCHER

Role: Anti-Infantry **Type:** Ordnance
Damage: Low to Average **Morale:** Average
Range: Medium **Special:** Stun
Characteristics: Slow Firing, Grenade

Cultists employ a short-range grenade launcher that fires a low-yield grenade. Basic anti-infantry weapon.

HEAVY BOLTER

Role: Anti-Infantry **Type:** Heavy
Damage: Average **Morale:** Average
Range: Medium **Special:** None
Characteristics: Continuous Fire – Average, Large Bolts

A heavier variant of the standard Bolter, this weapon fires higher-powered rounds at a longer range and at a high firing rate. It is an effective anti-troop weapon.

KNIFE

Damage: Low to Average **Power Weapon:** No
Morale: Low to Average **Special:** None
Characteristics: Standard Close-Combat

Standard armament for infantry units, the knife is a basic close-combat weapon.

LASCANNON

Role: Anti-Vehicle **Type:** Heavy
Damage: Very High **Morale:** Average
Range: Very Long **Special:** None
Characteristics: Beam Weapon, Laser

The Lascannon is easily the most powerful non-ordnance ranged weapon utilized by the forces of Chaos. As a beam weapon, it can punch through armor. Its low rate of fire makes it a poor choice against most troops, but it can be very effective when utilized against heavily armored infantry and vehicles.

LASPISTOL

Role: Anti-Infantry **Type:** Small Arms
Damage: Very Low **Morale:** Low
Range: Short **Special:** None
Characteristics: Burst Fire, Laser

Little more than angry flashlights, Laspistols are the default weapons carried by Cultists. Basically, this weapon is just enough of a gun to say that they're armed.

MANREAPER

Damage: Average **Power Weapon:** Yes
Morale: Very High **Special:** Furious Assault
Characteristics: Power Weapon

A powerful daemonic weapon, the Manreaper is a two-handed scythe that allows the Chaos Lord to eviscerate multiple opponents with the long sweep of its blade. Its daemonic touch saps the will of the targeted unit, doing massive Morale damage to everyone within the squad.

MISSILE LAUNCHER

Role: Versatile **Type:** Heavy
Damage: Average to High **Morale:** Average
Range: Long **Special:** Missiles
Characteristics: Slow Firing - Reload, Missiles

The Missile Launcher is a versatile weapon that fires self-propelled grenade-like projectiles. While specialized weapons tend to do a better job at each role there is no denying the overall usefulness of the missile launcher.

PLASMA PISTOL/PLASMA GUN

Role: Anti-Armor **Type:** Small Arms
Damage: Average to High **Morale:** Average
Range: Low to Medium **Special:** Over-heating
Characteristics: Semi-auto, Plasma Burst

Plasma technology is some of the most powerful and advanced utilized by the Chaos. Plasma weapons are renowned for their ability to melt through the thickest of armor yet can be carried as a small, run-and-gun hand weapon.

BEDLAM STAFF

Damage: Low to Average **Power Weapon:** Yes
Morale: Average **Special:** Stun
Characteristics: Power Weapon

The Bedlam Staff is a Daemonic weapon that clouds the minds of anyone struck by it.

CHAOS SPACE MARINES

CHAOS SPACE MARINE WEAPONS CONT'D

CHAIN SWORD

Damage: Low to Average **Power Weapon:** No

Morale: Average **Special:** None

Characteristics: Standard Close-Combat

A standard close-combat armament, these weapons are long, sword-like weapons with jagged, motorized teeth that cut through enemy units with ease.

POWER SWORD

Damage: Average **Power Weapon:** Yes

Morale: Average **Special:** None

Power swords look similar to a normal sword, but have been infused with dark technology that allows them to cut through the thickest armor. Power swords are very effective at taking down heavily armored troops, but do little damage to vehicles.

DAEMONIC TALONS

Damage: Average **Power Weapon:** No

Morale: Average **Special:** Critical Hit

Characteristics: Standard Close-Combat , Rending

Those units which grow long, daemonic talons allow them to rip their enemies to shreds. While these attacks generally do not penetrate armor, occasionally the Possessed Chaos Space Marines can wedge their long claws in weak joints, allowing them to rip their target apart.

ORKS

Orks are the most widespread and warlike race of aliens in the bloodstained galaxy of the 41st millennium. They only live for one thing, and that's war. They are constantly fighting anything that gets in the way, even if it's other Orks! In fact, the only thing keeping the Orks from uniting and bringing about the end of the galaxy is their inability to get along. If they were to organize and unify, they would quickly overwhelm and crush all opposition.

The basic Ork is a muscle-bound, hulking monster capable of ripping a man apart with its bare hands. Their battle-scarred green skin is tough and highly resistant to pain. In combat they can transform even the most common object into a lethal killing instrument. Orks aren't the brightest creatures in the galaxy, but they do possess a certain animalistic cunning that can catch an overconfident commander off guard. In a word, the Orks are built for war.

- Orks tend to be plentiful, an overwhelming mob of tough infantry.
- They are very close-combat-oriented, and very tough, but sport low armor and little resistance to damage.
- They are cheap, quickly produced units leading them to attempt to overwhelm the enemy in tough battles.
- Their terrible aim makes for bad firepower unless it is leveraged en masse.
- Low Morale individually, but immune to Morale in large groups.
- Excellent artillery support for troops, and lots of mobile firepower.
- Have some exceptionally fast, but fragile units.
- The anti-micromanagement force. Everything done en masse. Not much strategic thinking at play in their war efforts.
- Comedic force. A lot of stuff breaks or reacts unexpectedly.

Orks are a brutal war-like race that lives for war. They love nothing more than a fight, regardless of who is the opponent. They're addicted to speed, loud noises, gunfire, the feel of a good axe in their hand and the satisfaction in being the toughest thing around. While they do not long for higher goals than being the meanest, most ornery creatures in the universe, they do have a certain cunning that makes them dangerous on the battlefield. Generally, though, they utilize scavenged technology and count on sheer weight of numbers to win most fights.

ORK BUILDINGS

SETTLEMENT

The headquarters of an Ork base, where Gretchin and Slugga Boy Squads are built. Upgrade to the Orky Fort to make available vehicles, more infantry and leaders, and advanced research in other buildings.

DA LISTENIN' POST

Build Da Listenin' Post on a captured Strategic Point to increase the amount of Requisition gained from holding the point. Upgrade Da Listening' Post to add defenses and increase Requisition Rates.

WAAAGH! BANNER

The Waaagh! Banner increases the Ork Research and Ork Cap. Build more to get the ability to order more Orks and enable construction of advanced buildings and units.

ORKS

ORK BUILDINGS CONT'D

DA BOYZ HUT

Build Da Boyz Hut near a Settlement to access Slugga Boy and other infantry squads and carry out Stikk Bomb Research. Additional units and research become available as the Ork power increases.

PILE O GUNZ

Research into weapons, accuracy improvements, and improved armor.

DA MEK SHOP

Vehicles can be ordered and vehicle capability improvements researched at Da Mek Shop.

GENERATOR

The Generator provides Power Resource, which is needed to support certain buildings, units, and upgrades. Each Settlement can support a limited number of Generators.

BIGGA GENERATORS

A More powerful varient of the Generator, Bigga Generators can only be built upon Slag Deposits.

ORK ARMY UNITS

MAD DOK

Role: Healer

Unit Type: Infantry, Attachable to squads

Weapons: Injector and Slugga

Abilities: Dok's Tools (Healing), Fightin' Juice, Detection

Mad Doks are those Orks ingrained with the natural ability to heal their fellow Orks. They also get a great deal of joy out of experimenting on their fellow Orks, making their attentions a mixed blessing. They can 'juice up' their fellow Orks with "Fightin' Juice" to make them near impervious to damage.

BOYZ (CHOPPA BOYZ, SHOOTA BOYZ)

Role: Basic troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Infantry Squad

Weapons: Choppa and Slugga or Shoota and Ork Knife. Big Shoota (Upgrade), Burna (Upgrade), Rokkit Launcha (Upgrade)

Abilities: Capture, Stikkbombs

Boyz are the standard Ork unit and the mainstay of the Ork army. They are resilient, inexpensive troops that excel at close-combat, and depending on their weapons, ranged combat as well. The two common variants are Choppa Boyz and Shoota Boyz. Choppa Boyz are equipped for close-combat and is the standard shock troop for Orks. Shoota Boyz are equipped with larger versions of the Slugga and can lay down a lot more fire, making them excellent defensive troops.

GRETCHIN (A.K.A. GROTS)

Role: Builder, Helper, Scout

Unit Type: Light Infantry Squad

Weapons: Grot Knife and Grot Blasta

Abilities: Infiltrate, Slippery, Assistant, Repair, and Mine Clearers

Gretchin are near the very bottom of the Ork totem pole. They are small, runty, goblin-like Orks that maintain Ork society. While small, they tend to be very clever, and can learn a large variety of tasks. While relatively ineffective in combat, their broad variety of abilities makes them a cornerstone Ork unit. As units, they move and fight in pairs.

KILLA KAN

Role: Infantry Support, Short-ranged Siege

Unit Type: Vehicle, Walker

Weapons: Big Shoota, Rokkit Launcha

Abilities: Breakdown, Extra Armor

The Killa Kan is a tough walking vehicle that serves a primary role as troop support. Its primary role is to utterly crush anything that gets close to it. It excels at destroying hard targets up close, like vehicles and buildings.

ORKS

ORK ARMY UNITS CONT'D

LOOTED LEMAN RUSS

Role: Heavy Fire Support, Anti-infantry or Anti-vehicle (long-range siege)

Unit Type: Vehicle, Tank

Weapons: Heavy Bolters and Battlecannon

Abilities: Breakdown

The Leman Russ is the Imperium's most formidable artillery tank, and easily the most powerful ordnance in the game, able to bust defenses, vehicles, structures, pretty much anything in range. Looted from the battlefield, converted for use by Big Meks, and adorned with the proper Orky decorations, the Looted Leman Russ is a formidable tool in the hands of the Orks.

BIG MEK (UNIQUE)

Role: HQ, Enhances Infantry

Unit Type: Heavy Infantry, Unique Individual, Attachable to squads

Weapons: Power Klaw and Slugga (Default), Mega Blasta (Upgrade)

Abilities: Ork Leader, Super Stikkbombs, Tank Zappa, Repair Kustom Force Field and Kustome Tellyporta abilities

Big Meks are Orks who have become particularly large and powerful, and are skilled with technology. The Big Mek uses technology to enhance their power and the effectiveness of the Boyz. His powerful Mega Blasta is a dangerous ranged weapon able to melt almost anything. The Big Mek is a unique unit, so there can only be one on the field at a time.

NOB LEADER

Role: Leader, Enhances infantry

Unit Type: Heavy Infantry

Weapons: Choppa and Slugga, Power Klaw (Upgrade)

Abilities: Big and Tuff

Nob leaders can improve the Morale of most infantry units as well as add a little extra punch to their attack.
Nobz are much bigger and more powerful than regular Orks, and can be outfitted with Power Klaws, strong weapons that will slice through vehicles and infantry alike. When a squad is selected, a Nob Leader can be built by clicking on the Nob Leader icon in the Squad Control Area.

NOB SQUADZ

Role: Elite Close-Combat Troops, Versatile (weapon upgrades can make them anti-troops or anti-vehicle)

Unit Type: Heavy Infantry Squad

Weapons: Choppa and Slugga, Power Klaw (Upgrade)

Abilities: Capture, Big and Tuff, Eavy Armor, Stikkbombs

Nobz are experienced units that stand much taller and have greater strength than the standard Ork. Occasionally Nobz will gather in groups and rampage across the battlefield. So certain are Nob squadz in their abilities that they're near impervious to Morale damage.

STORMBOYZ

Role: Fast Attack Close-Combat , Anti-heavy weapons

Unit Type: Infantry Squad

Weapons: Choppa and Slugga

Abilities: Capture, Jump packs, Turbo Boost, Stikkbombs

Storm Boyz strap fuel-filled missiles to their backs, utilizing them as jump packs to blast around the battlefield quickly, avoiding terrain that is normally impassable. Storm Boyz are equipped for close-combat with the standard Ork Choppa and Slugga. Their low armor makes them poor troops to make a solo frontal assault, but they're excellent hit-and-run troops.

SQUIGGOTH

Role: Heavy Transport Unit, Infantry Support, Siege

Unit Type: Monstrous Creature

Weapons: 2 Twin-linked Big Shootas, Zzap Gun

Abilities: Trample, Unbearable Roar, Extra Armor, Transport Capacity

Enormous creatures bred by Orks as a source of food and sport, the Squiggoth's large, dangerous, stompy nature has caused Orks to utilize them in a combat role. Laden with guns, Orks, and a bad disposition, these giants trample everything in their way.

TANKBUSTAS

Role: Basic troops, Anti-vehicle and structures

Unit Type: Infantry Squad

Weapons: Stikkbomb (used as close-combat weapon) and Slugga, Rokkit Launcha (Upgrade)

Abilities: Capture, Tankbusters, Stikkbombs, and Tankbusta Bombs

Tankbustas are those Orks fortunate enough to have survived battles against large vehicles and lived to tell the tale. They've learned to find the 'weak spots' of most vehicles, and therefore can use their heavy weaponry to greater effect.

ORKS

ORK ARMY UNITS CONT'D

WARTRUKK

Role: Transport Unit

Unit Type: Light Vehicle

Weapons: Big Shoota

Abilities: Breakdown, Turbo Boost, Extra Armor, and Transport Capacity

The Wartrukk is an extremely fast, light troop transport, able to get small squads of Orks where they need to be quickly.

WARBOSS (UNIQUE)

Role: HQ, Enhances Infantry

Unit Type: Heavy Infantry, Unique Individual, Attachable to squads

Weapons: Power Klaw and Shoota (Default), Kustom Shoota (Upgrade)

Abilities: Ork Leader, Eavy Armor, Power of the Waaagh!, Big and Tuff, Furious Assault, and Minor Invulnerability

The Ork Warboss leads an Ork army and is one of the most powerful units. Unlike other armies who have their commander at the beginning of the game, the Ork Warboss won't show up until the fight gets interesting. When enough Boyz have amassed at a location, the Warboss then shows up to push them around and lead the pack to battle. The Warboss is a unique unit, so there can only be one on the field at a time.

WARTRAK

Role: Fast Fire Support

Unit Type: Light Vehicle

Weapons: Twin-linked Big Shootas, Twin-linked Rokkits, Bomb Chucka, Zzap Gun

Abilities: Breakdown, Turbo Boost, Extra Armor

Orks are excellent utilitarian mechanics, and so are adept at creating crude but functional fighting machines. The Ork Wartrak is a support unit that zips around the battlefield, raining lead, bombs, or electrical discharges at the enemy. While delicate, these vehicles are fast and can dispense a fair amount of damage.

ORK WEAPONS

The Ork armies use both Ranged and Close-Combat weapons in their battles.

BATTLECANNON

Role: Anti-Everything **Type:** Ordnance

Damage: High **Morale:** High

Range: Long **Special:** Stun

Characteristics: Slow Firing, Ordnance

The Looted Leman Russ's Battle Cannon fires a large ordnance blast that does massive damage to anything it hits. Its long range makes it an excellent tool for breaking defensive lines.

CHOPPA

Damage: Average **Power Weapon:** No

Morale: Average **Special:** Minor AP

Characteristics: Standard Close-Combat

Choppas are what Orks call any close-combat weapon worthy of an Ork, and typically take the form of very large axes or hacking blades. While Choppas are not true power weapons (they don't completely bypass armor) they are so massive that they do reduce enemy armor.

BOMB CHUCKA

Role: Anti-Infantry **Type:** Heavy / Blast

Damage: Low-to-Average **Morale:** Average to High

Range: Medium **Special:** None

Characteristics: Slow Firing, Grenades

The bomb chucka is literally a spring-loaded mechanism that lobs a handful of small bombs at enemy units. While doing low damage, they tend to spread in flight, hitting in a variety of locations and causing a lot of noise and mayhem amongst the enemy.

BURNA

Role: Anti-Infantry **Type:** Assault

Damage: Average **Morale:** High

Range: Short **Special:** Ignores Cover, Extra Vehicle Damage

Characteristics: Flamethrower

Many enemies will leave secure locations and move into the open at the prospect of being burned alive. For this reason, Burnas are very effective at dealing with units in cover, damaging those units and doing significant Morale damage. They are also effective at thinning out and shaking up enemy squads before a close-combat charge. Ork Burnas are also used as welding torches by Orks, so their mixture can be altered to give them extra cutting power against vehicles.

ORKS

ORK WEAPONS CONT'D

GRETCHIN (GROT) BLASTA

Role: Anti-Infantry **Type:** Assault
Damage: Very Low **Morale:** Low
Range: Short **Special:** None
Characteristics: Semi-Auto, Solid Slug

The Grot Blasta is little more than a peashooter, crude, small caliber pistols scrounged by Gretchin so they don't have to go into battle completely unarmed. While these weapons are not powerful, accumulative fire from a large group of Grot Blastas can cause damage.

GRETCHIN (GROT) KNIFE

Damage: Low **Power Weapon:** No
Morale: Low **Special:** None
Characteristics: Standard Close-Combat

A small, crude knife used by Gretchin. They have next to no effect against most units, but are better than getting into combat without any weapon.

KILLA KAN CLOSE-COMBAT WEAPONS

Damage: Very High **Power Weapon:** Yes
Morale: Average to High **Special:** Building Damage
Characteristics: High Powered Close-Combat

The Killa Kans are armed with large, powered hydraulic claws surrounded in energy fields that make them effective at dismantling anything they can get close to. They are especially effective against structures.

ORK KNIFE

Damage: Low to Average **Power Weapon:** No
Morale: Low to Average **Special:** None
Characteristics: Standard Close-Combat

The Ork Knife is a basic close-combat weapon.

POWER KLAW

Damage: High **Power Weapon:** Yes
Morale: Average **Special:** None
Characteristics: Large Power Weapon

The Power Klaw is an over-sized, hydraulically assisted hand weapon crackling with arcane energy fields. It greatly increases the damage capabilities of the user and can cut through the toughest of armor.

KUSTOM SHOOTA

Role: Anti-Infantry **Type:** Assault
Damage: Average **Morale:** Average
Range: Average **Special:** None
Characteristics: Continuous Fire - Average, Solid Slug/Explosive

A modified version of the standard Shoota carried by the Warboss, this weapon does more damage and has a higher armor penetration value.

MEGA-BLASTA

Role: Anti-Armor **Type:** Assault / Blast
Damage: Average to High **Morale:** Average
Range: Medium **Special:** Over-heating
Characteristics: Semi-Auto, Plasma Burst

Mega-Blastas are the pinnacle of Ork technology. Similar to the plasma technology used by the Space Marines, the Mega-Blasta emits a powerful beam of raw energy that can penetrate the thickest of armor.

ROKKIT LAUNCHA

Role: Anti-Vehicle **Type:** Assault
Damage: High **Morale:** Average
Range: Long **Special:** None
Characteristics: Slow Firing – Reload, Missiles

Rokkit Launchas are the Ork version of missile launchers: small, easy to carry, one-man missile platforms. Unlike the Space Marine Missile Launcher, the Ork Rokkits are primarily effective against vehicles and can be fired on the move.

ORKS

ORK WEAPONS CONT'D

BIG SHOOTA

Role: Anti-Infantry **Type:** Assault
Damage: Average **Morale:** Average
Range: Medium **Special:** None
Characteristics: Continuous Fire - Average, Solid Slug

The Big Shoota is a large caliber, high rate of fire machine gun employed by the Orks to lay down support fire against enemy infantry. Normally a heavy weapon, in the hands of an Ork this weapon can be fired to full effect while the Ork is on the move.

SLUGGA/SHOOTA

Role: Anti-Infantry **Type:** Small Arms
Damage: Low Morale: Low
Range: Short to Medium **Special:** None
Characteristics: Continuous Fire – Average or Burst Fire, Solid Slug

Slugga and Shootas are the standard firearms of most Ork troops. They are semi-automatic and fully automatic machine guns that fire high-density metal slugs. The Slugga is a semi-auto pistol, with lower range and rate of fire than the Shoota, which is a rifle-sized machine gun.

SQUIGGOTH GORE

Damage: High **Power Weapon:** Yes
Morale: Average **Special:** Stun
Characteristics: Standard Close-Combat

The Squiggoth is a mighty creature whose fierce, goring attacks will rip through most opponents, doing massive damage and stunning most enemies into submission.

ZZAP! GUN

Role: Anti-Vehicle **Type:** Heavy
Damage: Low to Very High **Morale:** Average
Range: Medium **Special:** Auto-hit, Extra Vehicle Damage, Random Damage
Characteristics: Slow Firing, Zzap!

Zzap! guns are large energy cannons that fire a burst of lightning-like energy that will reduce almost anything to a pile of slag.

ELDAR

"Trust not in their appearance for the Eldar are as utterly alien to good, honest men as the vile Tyranids and savage Orks. They are capricious and fickle, attacking without cause or warning. There is no understanding them for there is nothing to understand - they are a random force in the universe."- *Imperial Commander Abrie*

The Eldar are an incredibly ancient alien race, which once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar fell from power. Though they are now few in number, the Eldar are one of the most technologically advanced races in the galaxy. An Eldar army is unique in that almost every squad in the force is specialized in some way. The Eldar are powerful psykers whose Warlocks and Farseers use their mental abilities to sway the battle in their favor. The intentions of the enigmatic Eldar are as unreadable and unpredictable as their battle tactics, but only a fool would ignore any warnings of doom they may foretell.

- The Eldar favor elite, specialist units. Most units are really good at one type of combat, but ineffective at all other things.
- They enjoy extremely high firepower. Specialist units enjoy long range as well.
- They have tremendous assault ability among their specialized assault troops. But, generally Eldar are very weak at assaults.
- Eldar have naturally excellent leaders with special abilities, but with average Morale.
- Although most elder troops are very fragile, they're acquired with a lower cost.
- Fairly rigid tactics are the hallmark of their armies. They are generally unable to adequately adjust on the fly and in the heat of battle.
- The Eldar have the most abilities of any race, in particular the ability to teleport, and therefore require additional attention when played.
- They enjoy the fastest heavily-armed vehicles in the game.

The Eldar have a rigid caste system that makes for a lot of specialist troops. The generalist troop they do have has a relatively weak stat line, making up for it only with tons of short-range firepower and large squad size. Eldar are extremely well equipped, with each specialist unit having its own unique weapons, armor, and special equipment. Due to their fragility and high degree of specialization, the Eldar must rely on their speed to get their troops into the right place. The Eldar are best served by luring the enemy into position and striking from multiple directions with a combined force of vehicles and troops.

ELDAR BUILDINGS

WEBWAY ASSEMBLY

The headquarters of an Eldar base, where Bonesingers, Guardian Squads, and Warlocks are summoned and Research is performed.

ELDAR

ELDAR BUILDINGS CONT'D

LISTENING SHRINE

Build the Shrine on a captured Strategic Point to increase the amount of Requisition gained by holding the point. Upgrade the Shrine to add defenses and increase requisition rates.

ASPECT PORTAL

The Aspect Portal allows ordering of the Ranger Squad and Farseer, as well as Haywire Grenades and other Research. Further units and research become available as the Soul Shrine and Support Portal are constructed.

WEBWAY GATE

The Webway Gate allows teleportation of units and ordering of Grav Platforms. It also increases the Eldar Squad Cap and Support Cap.

SOUL SHRINE

This building allows research of unit capabilities.

SUPPORT PORTAL

The Support Portal provides ordering of the Falcon Grav Tank and other advanced vehicles. Vehicle capability improvements can also be researched here.

PLASMA GENERATOR

The Plasma Generator provides Power Resource, which is needed to support certain buildings, units, and upgrades. Each Webway Assembly can support a limited number of Plasma Generators.

THERMO-PLASMA GENERATOR

A more powerful variant of the Generator, Thermo-Plasma Generators can only be built upon Slag Deposits.

OTHER

The Bonesinger can also build the **Mine Field** and **Support Platform**. The Support Platform is a stationary version of the Grav Platform (see Eldar Army Units) but with more powerful weapons.

ELDAR ARMY UNITS

A note on Exarchs. Some of the Eldar squad types have 'Exarch' variants. Generally, Exarchs are more experienced in battle and have more powerful weapons and abilities.

FARSEER (UNIQUE)

Role: HQ, Powerful psyker

Unit Type: Infantry, Unique Individual, Attachable to squads

Weapons: Shuriken Pistol and Witchblade

Abilities: Psychic Storm, Guide, Mind War, and Eldritch Storm

The Farseer is a potent Psyker that commands awesome mental powers and leads the Eldar into battle. The Farseer will have a variety of potent mental powers to call on, and is the primary 'psyker' unit for the Eldar.

AVATAR OF KHAINE (UNIQUE)

Role: Walking Embodiment of a God

Unit Type: Daemon

Weapons: The Wailing Doom

Abilities: Fearsome, Inspiring, Fearless, To War!, and Invulnerability

The Avatar of Khaine is the living embodiment of the Eldar God of War, Kaela Mensha Khaine. He is fiercely powerful in close-combat, and can absorb massive amounts of firepower. The Avatar is a unique unit, thus only one of these mighty creatures can be on the battlefield at a time.

ELDAR

ELDAR ARMY UNITS CONT'D

WARLOCK, SEER COUNCIL

Role: HQ, Psyker, Infantry Support

Unit Type: Infantry, Attachable to squads

Weapons: Shuriken Pistol and Sword (default), Power Sword (Upgrade), Witchblade (Upgrade)

Abilities: Conceal, Destructor, Embolden and Entanglement

Warlocks are the secondary Psykers for the Eldar force, and serve multiple roles. They guard the Farseer, head up squads of troops, or even act on their own, but as less powerful versions of a Farseer. Warlock's primary function is to enhance the troops they are attached to, leading them into battle and protecting them from harm using their powerful psychic abilities. The Seer Council, which is a squad of Warlocks, can be built at the Webway Assembly.

BONESINGER

Role: Builder, Support Psyker

Unit Type: Infantry

Weapons: Sword

Abilities: Wraithtomb

Bonesingers can grow and shape Wraithbone, the substance used by the Eldar to build structures, weapons, and other objects. They are the unit responsible for constructing all Eldar buildings.

GUARDIANS

Role: Basic Troops

Unit Type: Light Infantry Squad

Weapons: Shuriken Catapult, Knife

Abilities: Capture, Plasma Grenades

Guardians are the first troops available to the Eldar, and are the closest thing the Eldar have to a generalist unit. While they are fragile, they are effective in large numbers. Their usefulness comes in their highly effective close range firepower, speed, and sheer numbers.

RANGERS

Role: Scout, Troop Support

Unit Type: Light Infantry Squad

Weapons: Knife, Ranger Long Rifle

Abilities: Capture, Cameleoline Cloaks, Move through Cover

Rangers are highly effective scouts and specialist killers. With their extreme range and powerful Long Rifle, Rangers can eliminate enemy troops from a great distance. Their Cameleoline Cloaks make them nearly invisible to all attackers more than a few yards away.

HOWLING BANSHEES

Role: Elite troops, Close-Combat Specialists

Unit Type: Infantry Squad

Weapons: Shuriken Pistol and Power Sword, Executioner (Exarch)

Abilities: Capture, Banshee Mask

Exarch: Howling Banshee Exarch

Exarch Abilities: War Shout

Howling Banshees are the melee specialists for the Eldar. They have the speed of the Eldar combined with an energy weapon that can carve through even the toughest of Space Marine power armor. On the downside, Banshees share the Eldar fragility, but with their unnatural speed and agility, and stunning effects of their banshee masks, a blow rarely lands against them. The Exarchs can be upgraded to be armed with the powerful Executioner close-combat weapon.

WARP SPIDERS

Role: Fast Ranged Unit, Anti-infantry (upgrades make them good against vehicles)

Unit Type: Infantry Squad

Weapons: Deathspinner, Dual Deathspinners (Exarch)

Abilities: Capture, Warp Jump Generators, Haywire Grenades

Exarch: Warp Spider Exarch

Exarch Abilities: Surprise Assault, Haywire Bombs

Warp Spiders have the ability to fade in and out of the Warp, allowing them to teleport short distances around the map. This means the enemy never knows from which direction they will strike, and allows them to teleport in, do their damage, and teleport back out without taking hits of their own. The Exarchs are armed with more powerful Deathspinner weapons.

DARK REAPERS

Role: Heavy Support, Anti-infantry

Unit Type: Heavy Infantry Squad

Weapons: Reaper Launcher, Shuriken Cannon

Abilities: Capture

Exarch: Dark Reaper Exarch

Dark Reapers carry the feared Reaper Launcher, and can lay down an amazing amount of heavy firepower from a great distance. They have a long setup time, so if forced to move they can be rendered ineffective. However, if set up in a good location, Dark Reapers can tear apart squads of troops, even those as heavily armored as Terminators or light vehicles. Dark Reapers are poor close-combat troops. The Exarchs are armed with the powerful long-ranged Shuriken Cannon.

ELDAR

ELDAR ARMY UNITS CONT'D

VYPER

Role: Fast Fire Support, Versatile depending on weapon selection

Unit Type: Vehicle, Light Skimmer

Weapons: Shuriken Cannon, Eldar Missile Launcher

Abilities: Skimmer

The Vyper's main weapon is its speed and maneuverability. Able to skim over cover without slowing down, the Vyper is able to cross the map quickly, and to take advantage of blocking terrain to maximize firepower. Vypers can easily withstand light fire; though moderately heavy fire will bring them down in short order.

WRAITHLORD

Role: Infantry Support, Short-ranged Siege

Unit Type: Vehicle, Walker

Weapons: Starcannon, Bright Lance (Upgrade), Heavy Flamers, Dual Close-Combat Weapons

Abilities: Fearless

Striding confidently across the battlefield, the Wraithlord is a powerful living machine, fueled by the soul of a dead Eldar warrior. Wraithlords pack impressive firepower, and can carve through troops in close-combat. More resilient than the Ork or Marine Dreadnought, Wraithlords offset the general fragility of the Eldar. Wraithlords can be given a wide variety of heavy weapons, and suffer no penalty to accuracy for moving and firing.

FIRE PRISM

Role: Heavy Fire Support, Anti-vehicle (long-range siege)

Unit Type: Vehicle, Skimmer

Weapons: Prism Cannon, Twin-linked Shuriken Catapult

Abilities: Skimmer

Fire Prisms are some of the heaviest anti-gravity platforms in the Eldar arsenal. Slightly less armored than Space Marine tanks, the Fire Prism makes up for this with enormous speed and firepower. The Prism Cannon is one of the best attacks Eldar can field against enemy defenses or structures.

FALCON GRAV TANK

Role: Transport Unit, Fire Support

Unit Type: Vehicle, Skimmer

Weapons: Twin-linked Shuriken Catapult, Starcannon (upgrade), Bright Lance (Upgrade)

Abilities: Skimmer

The Falcon is a transport unit. It does away with heavy armaments of the Fire Prism in exchange for internal room in which to carry troops. With its fast speed and anti-infantry Shuriken Cannons, the Falcon is a potent transport, capable of quickly getting troops to the right place, and giving them some fire support once they get there.

GRAV PLATFORM

Role: Fire Support, Versatile (depending on weapon selection)

Unit Type: Weapon Platform

Weapons: Twin-linked Starcannon, D-Cannon

Abilities: Gravitic Booster

Grav Platforms hold powerful support weapons, and act as semi-mobile turrets for the Eldar. They can be upgraded with a Gravitic Booster, which allows them to move at the same speed as basic troops and perform more as mobile fire support.

ELDAR WEAPONS

The Eldar sport a broad assortment of powerful close range and long range weapons.

BRIGHT LANCE

Role: Anti-Vehicle/Armor **Type:** Assault

Damage: High **Morale:** Average

Range: Long **Special:** Extra Vehicle Damage

Characteristics: Beam Weapon, Laser

The Bright Lance uses a focused beam of laser energy to break the heavy armor of the toughest of enemy tanks. It is typically mounted on Eldar Vehicles. Its low rate of fire makes it less effective against troops; however, it can easily punch through the strongest unit armor.

D-CANNON

Role: Anti-Vehicle/Armor **Type:** Heavy

Damage: Very High **Morale:** High

Range: Medium to Long **Special:** Extra Vehicle Damage

Characteristics: Beam Weapon, Warp Hole

The D-Cannon opens a Warp Hole onto the battlefield that wreaks havoc on all enemies nearby. It's most effective against vehicles, but it's extremely disorienting to infantry, causing heavy Morale damage. This weapon is utilized by Support Platforms as a defensive weapon.

ELDAR

ELDAR WEAPONS CONT'D

DEATH SPINNER/DUAL DEATH SPINNER

Role: Anti-Infantry **Type:** Assault
Damage: Average to High **Morale:** Average
Range: Low to Medium **Special:** None
Characteristics: Burst Fire, Monofilament Net

Death Spinners fire a cloud or net of monofilament wire that slice through anything they come into contact with. Inflicting extremely high damage in most cases, they are ineffective at cutting through most heavily armored troops or armored vehicles.

ELDAR MISSILE LAUNCHER

Role: Versatile **Type:** Heavy
Damage: Average to High **Morale:** Average
Range: Long **Special:** Missiles
Characteristics: Slow Firing - Reload, Missiles

The Eldar Missile Launcher is a versatile weapon that fires self-propelled grenade-like projectiles.

HEAVY FLAMER

Role: Anti-Infantry **Type:** Heavy
Damage: Average **Morale:** High
Range: Short **Special:** Ignores Cover
Characteristics: Flamethrower

The Heavy Flamer mirrors the effectiveness of other races' flamethrower weapons, causing troops to leave secure locations and move into the open at the threat of being burned alive. For this reason flamers are very effective at dealing with units in cover. They inflict significant Morale damage on their targets, as that is their primary usefulness.

PRISM CANNON

Role: Anti-Vehicle/Structure
Type: Ordnance **Damage:** Very High
Morale: Average to High **Range:** Long
Special: None
Characteristics: Beam Weapon, Laser

The Prism Cannon uses a crystal prism to focus the destructive power of the laser energy directed at targets. The result is a wide, sustained beam of energy that spreads when it hits, doing massive damage, particularly to vehicles and structures whose armor it melts like butter.

RANGER LONG RIFLE

Role: Anti-Infantry **Type:** Heavy
Damage: Low **Morale:** Average to High
Range: Long **Special:** Critical Hit
Characteristics: Slow Firing, Solid Slug

Ranger Long Rifles are the Eldar equivalent of a sniper rifle. It is a long range weapon that is extremely effective at taking down targets of almost any size, provided the sniper can find a chink in the target's armor.

REAPER LAUNCHER

Role: Anti-Infantry **Type:** Heavy
Damage: Average **Morale:** Average
Range: Long **Special:** None
Characteristics: Continuous Fire - Slow, Reaper Missiles

Reaper Launchers are long-range, rapid-firing weapons that send a hail of armor-piercing rockets at enemy units. Brutally effective at taking down enemy infantry, even heavily armored infantry, this weapon is one of the most devastating in the Eldar arsenal. However, it is almost completely ineffective against vehicles.

SCATTER LASER

Role: Anti-Infantry **Type:** Heavy
Damage: Average to High **Morale:** Average
Range: Medium **Special:** None
Characteristics: Continuous Fire - Fast, Laser

The Scatter Laser fires a wide-arcing barrage of low-powered laser blasts at the enemy. Not a subtle weapon, its pure rate of fire allows it to literally rain energy down against its target, making it an effective anti-infantry weapon.

SHURIKEN PISTOL/SHURIKEN CATAPULT /SHURIKEN CANNON

Role: Anti-Infantry **Type:** Small Arms / Assault / Heavy
Damage: Low to Average **Morale:** Low
Range: Short to Medium **Special:** None
Characteristics: Burst Fire, Shuriken

Shuriken weapons are the primary weapons used by most Eldar. The catapult is the prime weapon used by Guardians, making it the most common weapon in the army. While short ranged, these weapons unleash a hail of monomolecular, razor-sharp shards that can cut an enemy to pieces.

ELDAR

ELDAR WEAPONS CONT'D

STARCANNON

Role: Anti-Infantry, Anti-armor

Type: Heavy **Damage:** Average

Morale: Average **Range:** Medium

Special: None

Characteristics: Continuous Fire - Average, Plasma Burst

Starcannons utilize advanced plasma technology to fire lethal bolts of energy at enemy units. These bolts are particularly effective at burning through enemy armor. While generally not powerful enough to affect most vehicles, this weapon is extremely effective at taking out heavy infantry like Terminators.

KNIFE

Damage: Low **Power Weapon:** No

Morale: Low to Average **Special:** None

Characteristics: Standard Close-Combat

The Knife is a basic close-combat weapon.

POWER SWORD

Damage: Low to Average **Power Weapon:** Yes

Morale: Average **Special:** None

Characteristics: Power Weapon

Power Swords look similar to normal Swords, but have been infused with technology that allows them to cut through the thickest armor with ease. Power swords are very effective at taking down heavily armored troops, but do little damage to vehicles.

SWORD

Damage: Low to Average **Power Weapon:** No

Morale: Average **Special:** None

Characteristics: Standard Close-Combat

The sword is a common weapon, standard to troops who expect to engage in close-combat and a default armament of many leaders.

THE WAILING DOOM

Damage: High **Power Weapon:** Yes

Morale: Average **Special:** Extra Vehicle Damage

Characteristics: High-powered Close-Combat

The giant flaming sword wielded by the Avatar is known as the Wailing Doom. With this sword the Avatar cuts a fiery path through all that oppose him. Able to vanquish the armor of both vehicles and heavy troops, there are few who will not fall before the Avatar's blade.

WITCHBLADE

Damage: High **Power Weapon:** Yes

Morale: Average **Special:** Extra Damage, Extra Vehicle Damage

Characteristics: Power Weapon

Witchblades are potent force weapons that increase the damage a psyker can do against a unit, even a vehicle, by focusing their psychic energies into a powerful blow. These weapons cut through armor easily, and are effective against most vehicles.

WRAITHLORD CLOSE-COMBAT WEAPONS

Damage: Very High **Power Weapon:** Yes

Morale: Average to High **Special:** Building Damage

Characteristics: Large Power Weapon

The Wraithlord's power fists are powerful hydraulic claws surrounded in energy fields that make them effective at dismantling anything they can get close to. They are especially effective against structures.

Relic Entertainment

Art
Andy Lang – Art Director
Allan Dilks
Cynthia Lew
David Tran
Ian Cumming
Karl Gryc
Michael Yuki
Roland Longpre
Shawn Woods
Tamas Szathmary
Younger Yang

Animators
Erich Salloch
Joe Schober
John Harrington
Michael Moore
Ryan Leeper

Design
Jay Wilson – Lead Designer
Andrew Chambers
Chris Degnan
Jeff Brown

Production
Jonathan Dowdeswell – Producer
Raphael van Lierop

Programming
Dominic Mathieu – Lead Engineer
Brianna Code
Cei Gladstone
George Hornmoen
Jamie Cheng
Kris Botha
Nick Waanders
Ping Tang
Randy Lukashuk
Richard Sim

Balance Team
Tim Lewinson – Coordinator
Bryan Mitchell
Chris Becker
Mike Echino
Simon Deluguet
Steven King

Story/Dialogue
Lucien Soulban
Jay Wilson
Josh Mosquiera
Raphael van Lierop

Sound Effects/Speech
Airwaves Sound Design
Tony Gronick – Audio Director
Chris Ove
Mike Thomas

Music
Jeremy Soule

Administration
Alex Garden – Director
Carol Richards – Controller
Curtis Terry – Finance
Paula Fellbaum – HR Director
Rob Cunningham – Creative Director
Ron Moravek – General Manager

IT
Frank Roberts
Alvin Chung
Jeff Lydell

Voice Acting
Brian Dobson
Mark Oliver
Michael Dobson
Nicole Oliver
Paul Dobson
Peter New
Richard Cox
Scott McNeil
Tony Gronick

Special Thanks
Aaron Kambeitz
Bart Mazus (Relic News)
Bryn Apestrand
Dave Mednick (Dawn of War Planet)
Derick Cobden
Graphic Zoo
Jason T. Powell
Jennifer Hawke
Jodi Vetterl
Julie Fauteux
Peter Yap
Matt McClellan
RelicNews.com and all our supporters on the forums
Rex Sikora
The University of Alberta Games Group
Thierry Tremblay
Tyler Higgs (Relic News)
All the significant others, friends, and family that supported us along the way

THQ Inc.

Product Development
Executive Vice President – Worldwide Studios
Jack Sorensen
Vice President – Production
Philip Holt
Vice President – Business Development
Dan Kelly
Director – Project Management
Richard Browne
Manager, Production Services
Jenae Pash
Creative Manager
Sean Dunn
Project Manager
Jim Martin

Quality Assurance
Director, Quality Assurance
Monica Vallejo
Test Supervisor
Ryan Camu
Test Leads
Jeremy Gonzagowski
Danny Smith
Erik Hernandez
Testers
Scott Allman
Joshua Baker
Nate Blumenthal
Patrick Brophy
Brian Cairns
Jose Castaneda
Ian Cox
Raja Das
Spencer Franklin
Andrew Herman
Sean Jenkinson
Pechet Katin
Sean Galvin
Daniel Liu
Joe Lowry
John Martinez
Shawn Murakami
John Padovan
John Prepuk
David Price
Carlos Restrepo
Stephen Reese
Chris Shanks
Brian Skidmore
James Wahlquist
Bennet Weisman
Warren Wong
Shaun Yen
Operations Manager, Quality Assurance
Mario Waibel
QA Technicians
James Krenz
Brian McElroy
Mastering Lab Technicians
Charles Batarse
Glen Peters
Jon Katz
Database Applications Engineer
Jason Roberts
Game Evaluation Team
Sean Heffron
Matt Elzie
Scott Frazier

Marketing
Senior Vice President--Worldwide Marketing
Peter Dille
Director, Global Brand Management
Craig Rechenmacher
Global Brand Manager
David LaPerle

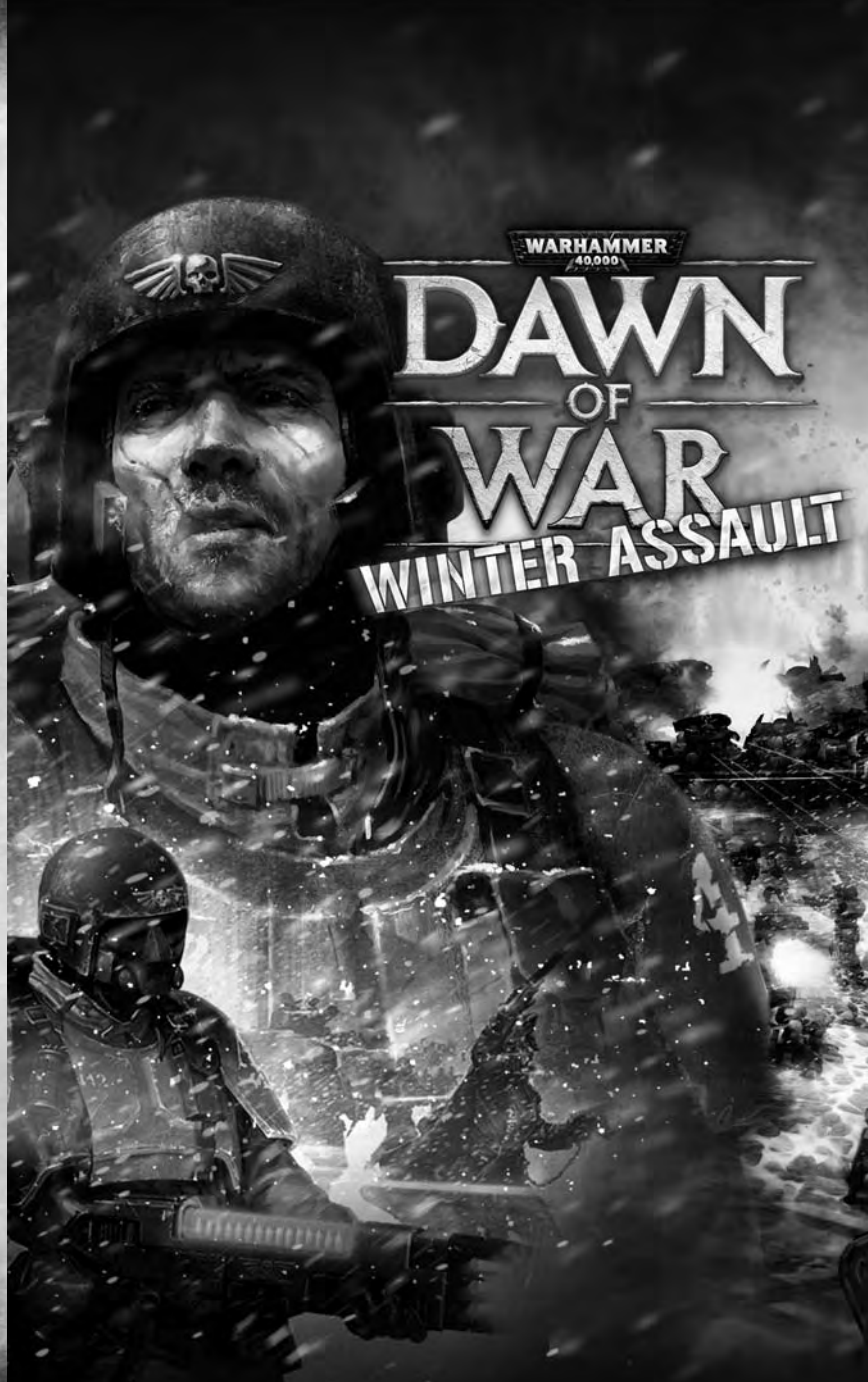
Public Relations
Director, Media Relations
Liz Pieri
Coordinator, Media Relations
Rob Cassel

Creative Services
Director, Creative Services
Howard Liebeskind
Creative Services Manager
Kirk Somdal
Creative Services Coordinator
Melissa Donges
Video Production Manager
Christopher Folino
Video Production Coordinator
Paul Reese
Online Marketing Manager
Aubrey B. McClure
Instruction Manual
Dan Irish
Packaging Design
Creative Domain
Advertising Creative
G&M Plumbing

Special Thanks to
Heather Desurvire --- Behavioristics, Inc.

Games Workshop
GWI Project Manager
Erik Mogensen
GWI Associate Project Manager
Nelson
Head of New Business Development
Jon Gillard
Group Intellectual Properties Manager
Alan Merrett
Creative Consultant
Jes Goodwin
For Games Workshop Germany
Maik Knopf
For Games Workshop Italy
Luca Amadori
Games Workshop France
Gil Charpenet and Philippe Beaubrun
Games Workshop Spain
Jordi Ferre

Opening Cinematic created by Blur Studios
Blur Creative Team
Tim Miller - Creative Director
Paul Taylor - Story & Layout
Dave Wilson - Modeling & Scene Assembly Supervisor
Blur Production Team
Al Shier - Producer
Mandy Sekelsky - Producer/Coordinator
Relic Director
Rob Cunningham



INTRODUCTION

Since the beginning of the Imperium of Man, the Imperial Guard have stood as its pillars of protection. With billions of men from more than a million different worlds, they are the largest and most diverse fighting force in the galaxy.

The Imperial Guard remains the human element in a galaxy of the inhuman. Standing shoulder to shoulder, ordinary men outfitted with flak vests and lasguns form the line and hold it against the unending tides of daemons, aliens and whatever else assault the Imperium. Behind the lines of men, the ceaseless firing of tanks pound a familiar beat ending only with their target's destruction.

Walking among the men and ensuring they stand firm are the epitomes of heroes, the leaders of the Imperial Guard. Generals, Commissars and Priests all work together to ensure by any means that the hearts of the men stay true to the fight, and that the line does not fall.

NEW UNITS & STRATEGIES!

Warhammer® 40,000: Dawn of War – Winter Assault™ adds new units and new strategies to the exciting gameplay offered by Dawn of War. The Imperial Guard bring new weaponry, including heavy armor, new troop units as well as their defensive and ranged tactics of overwhelming numbers. Coupled with new abilities, this fighting force is as lethal as they come. The newest updates for this exciting installment in the Warhammer 40,000 saga include:

- A focus on large masses of troops coupled with deadly ranged attacks. For the Imperial Guard, mass firepower wins the day.
- The Commander units provide unique and powerful enhancements to an existing fighting force. Careful use of these Commander units as a supplement to an existing squad provide a unique enhancement and tactical advantage over a squad that has only the base combat unit. Units like the Commissars enhance the squad in specific ways, such as by inspiring great fear and total loyalty, thus they are a boost to morale.
- Almost all of the Imperial Guard structures are bunkers that units can be garrisoned in. Bunkers provide an additional tactical advantage. When a squad is garrisoned inside a structure, that structure gains the ability to fire weapons, acting like a turret.
- Safe movement throughout the complex allows units to move freely between buildings without going 'outside' the structure or the base, which protects them from harm.

IMPERIAL GUARD

The Imperial Guard's strength is in their numbers. The Imperial Guard's strength depends on the need to hold their enemies back from closing with their tanks in the rear. This is done by deploying a shield of Guardsmen in front of the line, who can close in on, destroy or hold back an enemy onslaught capable of doing a great deal of damage to the tanks if they can break through the line. The formation of men in the front and tanks at the back ensures that the tanks can take advantage of the long firing range of their guns, using the men's sight radius to gain a tactical superiority.

With the exception of their leader units and their Ogryn squads, the Guard lack any hand-to-hand specialists. Thus, the average Guardsman is no match for an Ork or Chaos Space Marine. But what they lack in melee ability, they more than make up for in ranged firepower. Both in weight of firepower and the strength of their heavy weapons, the Guard excel at stopping enemies before they come within assault range.

Given the reliance on men, it is natural that Morale plays a key part with the Imperial Guard, more so than any other race. The basic Guardsmen suffer from a dispirited calling, and once broken their morale can be a significant weakness. They can suffer the accuracy penalties even more than the other races. To combat this, the Guard have access to a larger number of leader units who imbue morale bonuses to squads. An Imperial Guard army who has a well managed distribution of leaders can theoretically never break down, given the right leadership. This is the goal when using the Imperial Guard; create an almost impregnable line of firepower and drown the enemy in a hail of ranged weapons.

IMPERIAL GUARD UNITS

The Imperial Guard has a number of unique units, making them especially lethal in large numbers. Listed below are the specific capabilities of each unit, with the units listed in order from least powerful to most powerful.

TECHPRIEST ENGINSEERS

Imperial Guard strategy dedicates their forces to a fight with the expectation of a long stay. With a focus on defensive structures and tanks, this requirement expands the purpose of the builders beyond what a basic Servitor can provide. Techpriest Enginseers are used primarily for construction, but can also make quick repairs in the heat of battle. The Enginseer's exoskeleton allows them to take far more punishment than the average builder.

GUARDSMAN SQUAD

As the basic troop choice these units are the workhorse of the Imperial Guard. As they are able to be equipped with a large number of assault weapons, the Guard make up for their lack of accuracy with sheer firepower, and a will (no matter how imposed) to always take one step forward.

KASRKIN SQUAD

Highly trained Elite Guardsmen, these troops have seen a great deal of combat and understand how best to deal with enemy Heavy Infantry squads. They're often used to strike swift and decisive assaults on an enemies flank to break their charge or weaken their resources.

OGRYN
Giant mutant like creatures, Ogryns make up for their obvious lack of intellect with sheer strength and brutality. Because of their inability to deal well with complex weapons, Ogryns carry Ripper guns which are simple yet effective both at ranged and in melee. A full squad of Ogryns can be just as devastating as a Dreadnought in close combat!

PRIEST
Fanatical religious devotees, Priests administer rituals to the rank and file guardsmen, ensuring their spirits are up to the task of war. They inspire a reckless disregard for safety in any squad they're attached to and greatly increase morale. They can also temporarily whip a squad of Guardsmen into berserker fury that allows them to shrug off any wounds.

SANCTIONED PSYKER
Psykers are capable of utilizing terrible psychic powers, including hurling chained lightning and destroying the minds of individual targets to destroy the enemy. Unfortunately Psykers are weaker than most and often suffer drastic consequences when using their powers. Guardsmen are well advised to avoid Psykers since they have a tendency to explode.

VINDICARE TEMPLE ASSASSIN
Solitary warriors who are often distrusted by the ordinary men and even seasoned Commanders, these bio-enhanced killers are the ultimate tool in wet work and secrecy, highly skilled in any number of weapons and honed at working alone deep within enemy lines. So capable are they at Infiltration work, even the most aware Commanders cannot pick them out until it is too late. They are greatly feared by enemies because of their ability to kill them with a single head shot from incredible distances.

COMMISSAR
Commissars are tasked with ensuring that the job gets done, regardless of the cost. They inspire fear and loyalty that any squad they are attached to, since they imbue an exceptionally strong morale by their presence alone.

IMPERIAL GENERAL AND THE COMMAND SQUAD
As the General of this Imperial Guard army, he's tough as nails and his leadership separates the men from the boys. But when backed up with other leader units, they form an impregnable Command Squad. Customize the strengths provided by your Command Squad. For a group that's incredibly effective at Psychic powers include some Psykers. Or for a Fanatical powerhouse, add a few Priests. Choose the leader unit with the ability to supplement and compliment your strategy.

CHIMERA
Fast and well armored, the Chimera is equipped with enough basic weaponry to provide for an effective defense for squads while it is transporting them to the front lines.

SENTINEL
Fast and fairly agile, these walkers can be well used to raid enemy resources as well as provide for valuable scouting information. Sentinels also have the ability to uncapture enemy strategic points, but lack the ability to recapture them.

BASILISK
The Basilisk, with its Earthshaker cannon, is able to launch projectiles incredible distances, devastating enemy infantry and emplacements with its barrages. As with all Imperial Tanks, the Basilisk is one of the most powerful artillery weapons in the game. The drawback to the incredible range and power is the slow movement and long setup times. The Basilisk also has the ability to fire the devastating Earthshaker Round which lays waste to entire squads. This ability comes at a price, costing requisition and power resources to fire.

HELLHOUND
Outfitted with a turret mounted Inferno Cannon which can spout forth huge streams of fire, this Chimera variant instills fear into the hearts of even the most stalwart foes. Pyromaniac gunnery crews are often found modifying the fuel output of their Cannons to give them even more fire power. Such practices are greatly frowned upon, as such modifications make these rolling gastanks even more prone to disastrous internal explosions.

BANEBLADE
The Baneblade is the ultimate Imperial Guard weapon. As one of the oldest Imperial Tanks still in use, it is battle-tested and a proven element of war. With its nearly impenetrable hull and equipped with no less than 11 heavy weapons, these tanks are so powerful that they have the ability to defeat entire armies.

LEMAN RUSS
The Leman Russ Battletank is the most commonly found tank in Imperial Guard regiments. Its simple construction and battle-tried design have allowed the Leman Russ to stand the test of time better than most armoured vehicles. Armed with a battle cannon and twin-linked heavy bolters on its side sponsons, the Leman Russ' weaponry and heavy hull armor make it the perfect heavy support vehicle for the front lines.

IMPERIAL GUARD SPECIAL ABILITIES

The Imperial Guard units have a wide variety of special abilities that they can use to turn a battle their way. Most abilities are focused on the Leader units, who are able to imbue and strengthen even the most basic Guardsmen to become a powerful fighter when it is needed most.

LEADER ABILITIES

Fanatical – Priests are so imbued with faith for the Emperor that their sheer presence compels those nearby to believe, making them temporarily invulnerable to damage and immune to morale-breaking weapons.
Lightning Arc – Sanctioned Psykers are able to hurl lightning from their fingers, consuming and bouncing through enemy squads.
Righteous Fury – Priests are able to greatly bolster the courage and resilience of any squad they are attached to. They do not break and flee easily and they fight through the pain of wounds.
Repair – The Techpriest Enginseer is capable of repairing damaged vehicles at a much faster rate than the builders of other races.
Strip Soul – A Sanctioned Psyker, by focusing all his inner will, is able to assail and literally tear the soul from a targeted unit. Such power comes with great risk though, and there's a good chance that the Psyker won't be able to contain the energy, and will explode, destroying any squads nearby.
Strafing Run – The Imperial Fleet stands by ready to assist when necessary. These skilled fighter pilots perform strafing runs on the targeted location, dropping bombs and inferno missiles, shredding anything in their target.
Summary Execution – A Commissar has the ability to execute a member of a squad. This instantly restores nearby units' morale, and makes them fight with redoubled fury for a short period of time.
Your Aim Will Be True – Commissars inspire such fear and loyalty that any squad they are attached to will never break morale. They will cause their squad ignore the minor wounds that would ordinarily send them running.

TROOP ABILITIES

Assassination Scope – Assassins are able to light up their assassination scopes which allow them to see and fire across incredible distances. They can only use the scope for short periods of time, though, due to the fact that their Exitus Rifles will start to overheat.
Double time! – Veteran Sergeants increase the morale of a squad and the vigorous training regimens they enforce increase the health and durability of a squad.
Frag Grenades – Kasrkin Squads are equipped with Frag Grenades that can be used to damage enemies as well as throw them off their feet.
Manned Turrets – Any squad garrisoned inside of a building can fire at enemies outside by manning the building's weapon turrets.

VEHICLE ABILITIES

Earthshaker Round – Basilisks can fire devastating explosive rounds that can lay waste to entire squads. These rounds are expensive though and require a power and requisition cost each time they are fired.
Weapon Emplacements – Any squad garrisoned inside of a Chimera increase the firepower capabilities of the holding unit.
Un-Capture – Sentinels have the ability to uncapture a resource point, but cannot capture it.

BUILDINGS AND TECHNOLOGY

Imperial Guard bases are more than simple, temporary emplacements established to provide for a target for drop-ships and drop pods to land. When the Imperial Guard establishes a base, no matter how close it is to the front lines, they do so with the intention of staying and winning the battle. With this in mind, Guard buildings are stronger, and are capable of having squads garrisoned inside of them. The Guard also advances their available technology by building add-ons to their existing structures.

STRONG DEFENSIVE STRUCTURES

Rockrete is the most prevalent feature of Imperial Guard bases. Easy and cheap to lay, yet strong against enemy fire, the guard lay a lot of Rockcrete when building a base. Buildings are also covered with fire slits to allow Guardsmen garrisoned inside to fire out.

JOINED BY TRENCHES

Nearly all Imperial Guard structures are linked below ground with trenches. Guardsmen can use these underground tunnels to easily and safely traverse from one side of their base to another, and provide defenses across the base with ease.

NEW SPACE MARINE UNIT – CHAPLAIN

The Chaplain, built from the Stronghold, is a new Commander unit for the Space Marines. The Chaplain has a strong ranged attack and greatly increases the regeneration rate of surrounding squads.

NEW CHAOS UNIT – KHORNE BERZERKER

Once ordinary Space Marines, Khorne Berzerkers have succumbed to the lust of blood and battle. Built from the Chaos Temple, these units are incredibly strong in close combat, when fully given over to their desires, these squads become even more powerful.

NEW ORK UNIT – MEGA ARMOURED NOBZ

Just like Nobz, only with Heavy Armour, these are the ultimate evolution of the Ork killing machines. Built from the Settlement and standing on two legs, these units are far more powerful than ordinary Nobz. They are able to shrug off almost all enemy firepower as they lumber into close combat and shred any who come near them. Their one drawback is their slow movement, but with the use of their Tellyportas to move around, they can prove almost unstoppable.

NEW ELDAR UNIT – FIRE DRAGON

The incarnation of destruction and devastation, the Fire Dragons are experts at close ranged fighting. Their Fusion Guns, though short ranged, are devastating against vehicles and buildings. Fire Dragons are built from the Aspect Portal and compliment many Eldar strategies.

CREDITS

RELIC ENTERTAINMENT

Art
Andy Lang – Art Director
Roland Longpre – Art Director
Allan Dilks
Claudio Alvaro
Dayna Bland
Ian Cumming
Irwan Kurnaedy
Jacob Binkowski
Joe Schober
Tom Burns
Younger Yang

Design
Andrew Chambers – Lead Designer
Chris Degnan
Darwin Yuen
Jonny Ebbert
Matthew Berger

Production
Jonathan Dowdeswell – Producer
Raphael van Lierop – Assistant Producer
Arnaud Lebesnerais – Localization

Programming
Dominic Mathieu - Lead Engineer
Daniel Barrero
George Hornmoen
Ping Tang
Szymon Mazus

Internal Quality Assurance
Tim Lewinson - Coordinator

Balance Group
Chris Becker – Balance Lead
Jason Chang
Patrick Troen
Samson Mow

Test Team
Matt Kernachan – Test Lead
Emil Shpolyansky
Ryan McGechaen

Administration
Carol Richards - Controller
Curtis Terry - Finance
Kathy Gibson - Recruiting
Paula Fellbaum - HR Director

Rob Cunningham - Creative Director

Ron Moravek - General Manager
IT
Frank Roberts
Alvin Chung
Jeff Lydell
Vanna Tea

External Support

Story/Dialogue
Lucien Soulban

Sound Effects/Speech
Airwaves Sound Design
Tony Gronick - Audio Director
Chris Ove

Music
Music Composed and Produced by
Inon Zur

Voice Actors
Brian Dobson
Brian Drummond
Laura Sadiq
Michael Dobson
Paul Dobson
Richard Newman
Scott McNeil
Tim Lewinson

THQ INC.

Executive Vice President – Worldwide Studios
Jack Sorensen

Vice President – Business Development
Dan Kelly

Vice President – Production
Philip Holt

Director – Project Management
Richard Browne

Manager, Production Services
Jenae Pash

Creative Manager
Sean Dunn

Senior VP, Worldwide Marketing
Peter Dille

Global Brand Management

Director, Global Brand Management
Michael Pattison

Senior Global Brand Manager
Mickey Torode

Assistant Global Brand Manager
Emma Ledda

Global PR Manager
Guy Cunis

US Marketing and PR

Director, Global Brand Management
Craig Rechenmacher

Senior Global Brand Manager
Kevin Kraff

Global Brand Manager
Georgina Verdon

Director, PR
Liz Pieri

PR Coordinator
Craig Mitchell

International Creative Services

International Art Director
Till Enzmann

DTP Operators
Anja Untiet
Detlef Tapper
Dirk Offenberg
Jens Spangenberg
Ramona Sackers
Ramona Stell

Localisation Director
Susanne Dieck

Localisation Engineer
Bernd Kurtz

Quality Assurance

Director, Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
David Sapienza

Test Lead
David Langeliers

Testers
Sean Jenkinson
Brian Cairns
Bennet Weisman
Spencer Franklin
John Padovan
Scott Allman
Chris Shanks
Myka Kairs
Carlos Restrepo
Barry Harmon
Brian Skidmore
Jose Castaneda
Jeremy Gonzagowski

QA Technician
Richard Jones
David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Scott Frazier
Matt Elzie

GAMES WORKSHOP

Product Manager - Licensing
Nelson

Licensing Manager
Erik Mogensen

Licensing Coordinator
Graeme Nicoll

Licensing and Acquired Rights Manager
Simon Moorhouse

New Business Development Manager
Jon Gillard

Intellectual Property Manager
Alan Merrett

Special thanks to the French, German, Spanish, and Italian Games Workshop studios for their hard work!

Cover Art
Karl Kopinski
Stefan Kopinski

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **49278**. Please use this code to identify your Product when contacting us.

Limited Warranty
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning
Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.